PS2 › GAMECUBE › PC › XBOX › GAME BOY ADVANCE › PSO

SPIDER-MAN REVIEWED
Web-slinging PS2 platformer that's as good as the movie

VIRTUA FIGHTER 4 & PIKMIN EXPERT GUIDES INSIDE!

computer and video games

104 NEW GAMES INSIDE!

NINTENDO'S ALL-STARS ARE HERE!
- MARIO SUNSHINE
- ZELDA
- RES EVIL 0

All new PICS and INFO

PS2, GAMECUBE AND XBOX EXCLUSIVE

TIMESPLITTERS 2

EAT LEAD! Mega-fast super-sequel takes GoldenEye's blasting crown

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- Pikmin
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- Blade 2

AND MANY MORE...

FAR OUT! 20 TONY HAWK'S 4 SCREENS!

SOUL CALIBUR 2
CVG's the first mag to play it – find out just how good it is inside

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IN THIS ISSUE

P.26

TIMESPLITTERS 2

ACCESS ALL AREAS

NEW PICS

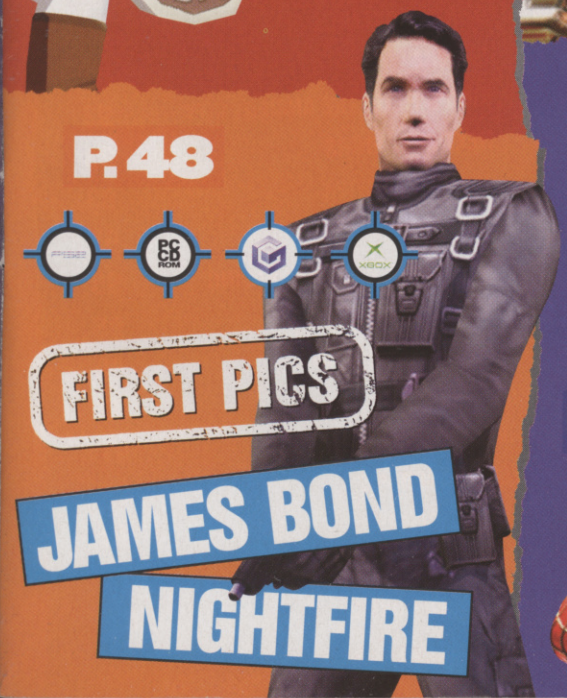
ZELDA

P.006

TERMINATOR

P.30

FIRST PLAY



P.48

FIRST PICS

JAMES BOND NIGHTFIRE

SPIDER-MAN

REVIEWED

P.80

TOO... MUCH... EXCITEMENT!

Turn to page six for Zelda and Sunshine on Cube. No, wait, read this first, then see what CVG's got in store for you by checking over the page. Stuff like first ever pics and gameplay info on Metal Gear Solid 2: Substance, Tony Hawk's 4 and Resident Evil 0. Not to mention cool screens of Devil May Cry 2, that you won't find in any other mag around at the moment; never-before-seen Wario World screens and a first look at the very latest PS2, GameCube, Xbox, Game Boy Advance and PC games.

Y'see, while Pete and the rest of the boys are slaving away to make sure this red-hot issue of CVG hits your local newsies in time, I'm lucky enough to be experiencing these killer games first-hand. And over the next few pages you'll find out exactly what CVG thought of the games you'll be playing up till Christmas.

Hungry for something now? Web-heads'll be gagging for Spider-Man, reviewed on page 80, or there's CVG's definitive Pikmin review to chew over, and then a guide on how to get the most out of it after you've splashed the cash. CVG's even got a Virtua Fighter 4 pro to disclose the secrets that have made him a champ around the world.

We're trying to make CVG better every month, to consistently deliver the very best stuff you're dying to read about before anyone else. We hope you'll agree we've done a pretty damn good job this month.

Enjoy the issue, see you next month.

Editor

CONTENTS

ISSUE 248
JULY 2002

SCREAM!

A dozen reasons why GameCube's hyper-violent zombie shocker will scare the s#!t out of you

PAGE 110

NINTY'S NUGGETS

Hot from E3: Zelda on Cube and GBA, Super Mario Sunshine, MGS2 on Xbox

PAGE 006

WIN! WIN! WIN!

5 Game Boy Advances To Win. Plus LOADS of games up for grabs

PAGE 106

MASTERCLASS

Virtua Fighter 4 and Pikmin Masterclasses. Get the inside secrets from our experts

PAGE 068

FREE! FREE!

Part 1 of CVG's **MASSIVE** Lara poster

PREVIEWS

TERMINATOR: DAWN OF FATE 30
Robo-killers go for the jugular on PS2
WOLVERINE'S REVENGE 34
Dig your claws into this X-Men fighter
MAT HOFFMAN'S PRO BMX 2 35
Road Trip crossed with BMX Bandits
SOUL CALIBUR 2 36
Here's how this monster fighter plays
REIGN OF FIRE 38
Giant dragons torch tanks – yes!
AGGRESSIVE INLINE 40
PS2's answer to Jet Set Radio Future
CRIMSON SKIES 40
Wannabe Rogue Leader in Xbox
UFC THROWDOWN 41
Real-life meatheads do Tekken
TINY TOONS 41
It's tiny, it's toony... but is it absolutely loony?
BATTLE ENGINE AQUILA 42
The thinking man's Star Fox? Maybe
CASTLEVANIA 2 42
Rock-solid vampire sequel on GBA
EPISODE II: ATTACK OF THE CLONES 43
The first of many Star Wars cash-ins
BLADE 2 44
Bloody hacker that looks as good as the film
CAPCOM VS SNK PRO 2000 45
Old skool fighting on the ancient PSone
PROJECT ZERO 46
Res Evil, only armed with a Polaroid camera
JAMES BOND 007 IN... NIGHTFIRE 48
All-new Bond adventure on next gen and PC
ENCLAVE 51
Class-looking third-person Xbox adventure
THE LEGEND OF ALON D'AR 51
Traditional orcs 'n' elves role-player
PRIDE FC 52
Bald men kick the crap out of each other
QUANTUM REDSHIFT 52
Futuristic Xbox racer from the Wipeout guys
MECH ASSAULT 53
Giant 'bots mash civvies in this sci-fi shooter
THE MARK OF KRI 54
One man and his bird, RPG-style on PS2

REVIEWS

PIKMIN 76
Cute adventure with plants as heroes
SPIDER-MAN: THE MOVIE GAME 80
Love the movie? You'll dig this
BRITNEY'S DANCE BEAT 84
Rhythm actioner from Ms Spears
V-RALLY 3 86
Slick sequel hits PS2 and GBA
GUN METAL 88
Giant robots go sci-fi psycho
CIRCUS MAXIMUS 88
A chariot racer? It's certainly novel
18-WHEELER 88
Redneck roadies roll out on Cube
FREQUENCY 89
Futuristic music 'em up with sweet-as tunes
DIE HARD: NAKATOMI PLAZA 90
John McClane takes oout terrorists on PC
SOLDIER OF FORTUNE II 90
PC's bloodiest shooter gets a sequel
DAVIS CUP TENNIS 91
Ball-smasher for Nintendo's handheld
F1 2002 92
Will it stand out in the F1 crowd on PS2?
KING'S FIELD: THE ANCIENT CITY 93
This role-player's slow, but is it any good?
NEXT GEN TENNIS 93
Another tennis game? Wimbledon ahoy!
JEDI STARFIGHTER 93
Starfighter with a couple of new ships?
SSX TRICKY 95
The classic downhill blast, now on Xbox
GT ADVANCE 2 – RALLY RACING 95
Quality dirt buster that's well worth a look
METAL SLUG X 96
Lo-fi shoot 'em up that's big on retro appeal
SMASH COURT TENNIS 96
Another court slammer, but this one's the ace
SPY HUNTER 97
The revamped classic bursts onto GBA
DOWNFORCE 97
By-the-numbers F1 racing
LOST KINGDOMS 98
Cube's bizarre but brilliant Japanese RPG
NEW LEGENDS 99
Roaming Xbox adventure that go on... and on
STAR X 100
GBA gets its own homage to Star Fox
ARMORED CORE 2 102
More mech mauling, this time on PS2

Walk a mile in John McClane's shoes. It's Christmas Eve and you're immersed in the hell of Nakatomi Plaza under siege – just like the original movie. With your wife held hostage and evildoers on the loose, you have 40 floors of explosive action ahead of you, and only an arsenal of weapons – and your wit – to keep you alive. With epic true-to-movie missions, original scenarios and only a small arsenal of weapons, it's going to be a long night, cowboy.

DIE HARD
NAKATOMI PLAZA™

WELCOME TO THE PARTY, PAL.

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HOT OFF THE PRESS FROM E3!

PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

Celda's Gonna Sell Out!

CUBE'S LINK-UP INTO THE FUTURE

Lord, kill us now so we can die happy. Or maybe we've already died and gone to heaven. If we have, it's a cel-shaded sort of a heaven, and there's this pointy-eared, green-garbed geezer who's running the show up here.

Feast your beadies on this bevy of beautiful Legend Of Zelda shots on Cube. Cast your cel-shading doubts aside – we're here to tell you that Miyamoto's visual gamble works, giving Link's new adventure a cartoony feel with some great character animation, detail and effects. Imagine Link's mad eyes constantly looking around, characters' expressions changing with their moods, enemies defeated in a purple cloud effect and treasure chests opening with a heat haze wobble. Gnn!

Defeat enemies and grab their weapons to progress

Choose the camera angle

Landscapes are huuuge!

Cel-shaded effects and...

...Ocarina-esque sounds!

Even has Ocarina's Z-trigger enemy lock-on

First plot details have emerged too – Link's peaceful life on an island is destroyed when a giant bird snatches his younger sister (yes, sister). Link sets off across the high seas to find track her down and solve the riddle of her strange disappearance. Sweet!

The only downer? While it's due for release by the end of year in Japan and February in the US, it's still TBC for the UK. Boo!

Sunny Delight!

COOL NEW MARIO SCREENS

Super Mario Sunshine – the most eagerly anticipated videogame currently in development? Probably. If it isn't, it should be.

Mario is more mobile than ever in his mission to clean up a paradise island that a mysterious lookalike has been polluting. Armed with a water pump (doubles up as a jet-pack/outboard engine) and a variety of jumps (including his spin-jump!), the plump plumber literally moves all over the expansive 3D environments, bouncing off walls, running over rooftops, walking tightropes, sliding, climbing and flying.

Many enemies are out to foil Mario's pollution-busting efforts, but the moustachioed one can rely on help from some old friends including Toad and Yoshi. It's classic, simple, fast-moving platform action that feels Mario 64-ish. Watching some of the island's larger inhabitants roll over so Mario can clean the sludge off them is like downing a pint of pure Mario goodness.

Cheery graphics – must be a Mario game!

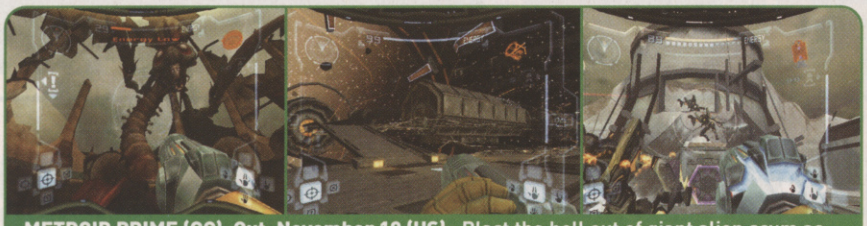
Real-time lighting effects and reflections

Ride Yoshi? Yes please! We're drooling

Mario must restore the power of Shine

WARIO WORLD (GC). Out: November 11 (US): Ninty reveals another class 3D platformer! Steer Wario through a nutty monster-ridden, puzzle-filled quest

1080°: WHITE STORM (GC). Out: Spring 2003 (US): Surprise avalanches, varying weather conditions and rockslides. Tons of new trick combos and game modes

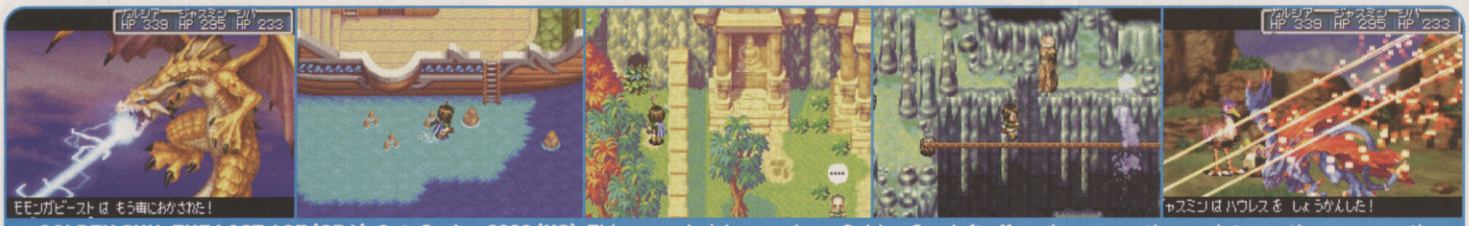


METROID PRIME (GC). Out: November 18 (US): Blast the hell out of giant alien scum as you explore the gigantic worlds of Talon IV in this manic first-person shooter

METROID FUSION (GBA). Out: November 18 (US): Mad, explosive side-scrolling shoot 'em up. Non-stop action

THE LEGEND OF ZELDA (GBA). Out: December 9 (US): YES! Two games in one – the SNES game, and an extra original multiplayer Four Swords game!

YOSHI'S ISLAND (GBA). Out: September 30 (US): A.K.A Super Mario Advance 3. Mario and Yoshi jump and fight through a new platform-based adventure



GOLDEN SUN: THE LOST AGE (GBA). Out: Spring 2003 (US): This sequel picks up where Golden Sun left off, and sees you thrown into another mammoth quest. Much more emphasis has been placed on Psynergy-based puzzles this time round; also expect some new characters with unique abilities

DISNEY SPORTS SOCCER (GC). Out: Summer 2002 (US): Developed by the guys behind ISS2, Konami's cartoon footie title could become a surprise hit

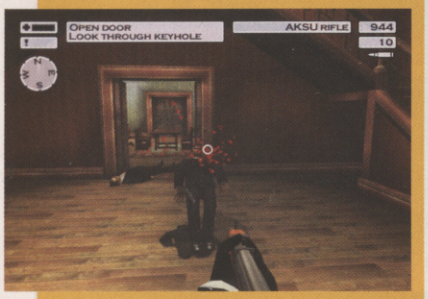
DISNEY'S MAGICAL QUEST (GBA). Out: August 2002 (US)

DISNEY'S MAGICAL MIRROR (GC). Out: August 2002 (US)

MUCH MORE NEXT MONTH: Not enough space to tell you everything this issue. So look out next month for more on Star Fox Adventures, Animal Crossing and Nintendo's online plans for GameCube, plus more news on Donkey Kong +, Kirby and Pokemon on GBA. And we've barely touched on the third-party games!

NEWS SHORTS

Hitman 2: Silent Assassin is coming to PS2, Xbox and PC in September, with 20 all-new missions.



In Dungeons & Dragons Heroes for Xbox, PS2 and Cube, choose from fighter, wizard, cleric or rogue.

ToeJam & Earl III on Xbox will see the funk soul brothers "recover the 12 albums of funk that belong to Lamont The Funkapotamus."

Racing Evoluzione is another Xbox-only title. Race and sell cars while you build up lush executive cars.

Tao Feng: Fist Of The Lotus is an Xbox beat 'em up featuring two warring ancient Chinese clans.

Tork for the Xbox features a caveboy who goes in search of his father and who can turn into different animals.

Shenmue II gets an Xbox debut later this year, with improved looks from its DC predecessor.

The Xbox price cut has prompted a rise in European sales, says Microsoft.

Expect super detail from Team SAS on Xbox as it's been developed with help from SAS expert Andy McNab.

Hotly anticipated life sim Project Ego from Peter Molyneux is looking good.

"Brains!"

House Of The Dead III looks the absolute business – just check these mint shots for proof.

You'll be glad to know that weapons include a shotgun this time round, so you can take out loads of zombies in one go. With tons of different branches to levels and hidden secrets, this looks set to rock the 'box. BOK!

Cel-shading? Nah mate, blood-cell shading

The trademark 'just got mauled' effect returns

Snake, Snake, Everywhere!

Snake. He's on a skateboard. Oh. My. God

Xbox Live: Online

XBOX TO GO ONLINE GLOBALLY THIS AUTUMN

At E3 Microsoft unveiled Xbox Live, the console's online gaming service, set to become active in the US this summer. Users will pay $49 a year for the service (which includes the Xbox Communicator but not your broadband connection). Europe and Japan will receive the service this autumn, although no service fees or package deals have been confirmed. Online trials have already begun in the UK.

Five games have been confirmed to launch Xbox Live in the US: Unreal Championship, NFL Fever, Whacked, Mech Assault and Phantasy Star Online. PSO will use the Xbox Communicator (pictured), a device that lets you speak to folks online. But it has not yet been confirmed whether it will boast the Universal Translator that featured in the DC games.

Unreal Championship: a Live launch game

Double DOA Action

The fittest fighting girls in videogame land are about to bounce onto Xbox in DOA3 Extreme Volleyball – wearing skimpy bikinis and nothing else! And as if that weren't enough, DOA X has also been confirmed for release in 2003.

Attack of the pervs

Enter The Matrix

Gravity-defying action from Neo

Matrix fans, mark May 2003 in your diaries, because The Matrix Reloaded – sequel to The Matrix – is released in cinemas, to be followed by a game called Enter The Matrix on GameCube, Xbox and PS2. No other details yet but we'll keep you updated...

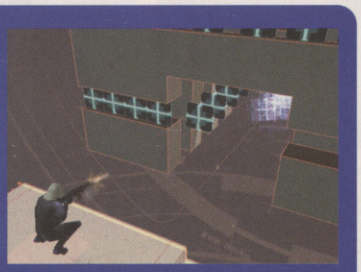
The Ticker-Tape Parade

Microsoft claims there are 300 games in development for Xbox and 200 titles will be out by Christmas. Hopefully that will be worldwide. Here's a taster of what to expect:

Racing Evoluzione, Dungeons & Dragons Heroes, Tork, Steel Battalion, Deus Ex 2, Hitman 2, Panzer Dragoon Orta, House Of The Dead III, Indiana Jones And The Emperor's Tomb, Devil May Cry 2, Enter The Matrix, Metal Gear Solid 2: Substance, Tony Hawks Pro Skater 4, Shenmue II, Tao Feng: Fist Of The Lotus, Project Ego, Ninja Gaiden, MechAssault, Toejam & Earl III, Kung Fu Chaos, Sneakers, Kakuto Chojin, Psychonauts, Quantum Redshift, Whacked!, Midtown Madness 3, NBA Inside Drive 2003, NFL Fever 2003, Crimson Skies: High Road To Revenge, Brute Force, Contenders, Aggressive Inline, Legends Of Wrestling, Turok Evolution, Vexx, Kelly Slater's Pro Surfer, Rally

Hold onto your headband, Snake just went Xbox! As CVG went to press, Konami released details of the Xbox version of Snake's latest adventure. Titled Metal Gear Solid 2: Substance, it'll be out on Xbox (in the US at least) in November 2002, though PS2 and PC versions are also in development.

The title is effectively an enhanced version of MGS2. It has the same intense story line, only it is thought you'll be able to play through any section with one of several characters including, of course, Snake. But it also boasts bonus modes, *hundreds* of never-before seen VR missions, and all-new adventures where you also play as Snake. So, Xbox owners will have something to boast about after all the PS2 blubbing over having to play most of Sons Of Liberty as the girlie-haired Raiden. More next ish!



Gaming Ahoy

Star Wars Galaxies: thousands on line

Counter-Strike: massive online on PC

A Counter-Strike game has also been announced for Xbox online, likely to be a version of the upcoming PC title, Counter-Strike: Condition Zero. Plus Microsoft has confirmed that another Bungie product, thought to be some sort of Halo enhancement, will be stepping into the online arena soon. Xbox owners will also be able to play a version of huge role-player Star Wars Galaxies online with thousands of players (SWG is headed for PS2 as well).

Other online titles confirmed are Project Gotham Racing, Amped, and Rallisport Challenge.

"I'm Making It Up As I Go Along"

Really pukka Indiana Jones games are rare as buried treasure, much to CVG's consternation, but that could be about to change with the launch of Indiana Jones And The Emperor's Tomb. The game, heading to Xbox, PS2 and PC, gives Indy a whole host of hand-to-hand combat skills to add to his usual trusty whip and pistols combo...

Indy: The Emperor's Tomb

Blinx: The New Star Of Xbox?

It seems that every console needs a cutesy platform hero and Xbox is no exception. Introducing Blinx! Coming from the co-creator of Sonic and NiGHTS, perhaps this colourful, crazy critter is what Microsoft needs in order for its console to appeal to a younger audience.

Blinx: The Time Sweeper is penned in for release around Christmas 2002, and features some truly intriguing and revolutionary platform adventure gameplay. The most notable feature is that you can control the flow of time throughout the game, to affect the action and outcome of a level.

The Xbox hard drive is used to record the action, and you can send the world into slow mo as your character moves around in real-time, or stick the action into fast-forward to complete certain challenges faster. Messing around with time will also open hidden areas.

So, with 40 levels, stunning characters and environments, loads of platform-style fighting and this cool new time-bending feature, it's one to keep an eye on.

Is this some sort of jump pad?

Take on a pair of giant bogeys

You can mess around with time

Panzer Draoon Orta: action a-go-go

Anyone got some Listerine?

Panzer Attack!

Panzer Dragoon comes to Xbox and – "Wow, Mama, fetch me the drumsticks" – it's a beauty.

Called Panzer Dragoon Orta, the game will be a return to the action of the first two games, rather than the role-player style of Panzer Dragoon Sagas.

Which means, of course, we're talking frantic action as dragoons do battle for earth supremacy. It looks truly fabulous, with the rain effects particularly mouthwatering in these shots.

Meanwhile, and talking of old, old games making an Xbox debut, Ninja Gaiden has also been announced for release on Microsoft's machine. Nice.

Fusion Race Of Champions, Street Hoops, True Crime Streets Of LA, Chase, Marvel Vs Capcom 2, Colin McRae Rally 3, Mike Tyson Heavyweight Boxing, Operation Flashpoint, Pro Race Driver, Mace Griffin Bounty Hunter, Fuel, 2002 FIFA World Cup, NASCAR 2003, NCAA Football 2003, Tiger Woods, Buffy The Vampire Slayer, Freedom, NFS Hot Pursuit, Deus Ex 2: Invisible War, Hitman 2: Silent Assassin, TimeSplitters 2, Total Immersion Racing, LOONS, Risk, Splashdown, Superman, Terminator, TransWorld Snowboarding, Unreal Championship, Metal Dungeon, Batman: Dark Tomorrow, Frogger Classic, Gladius, Knights Of The Old Republic, Blood Rayne, Gun Metal, Lamborghini, Totaled!, Defender, Dr Muto, Freaky Flyers, Gravity Games, MLB Slugfest, Mortal Kombat: Deadly Alliance, NFL Blitz 2003, NHL Hitz 2003, Dead To Rights, Phantom Crash, Crazy Taxi 3, NBA 2K3, NCAA College Football 2K3, NFL 2K3, NHL 2K3, Sega GT 2002, Soccer Slam, World Series Baseball, Malice: A Kat's Tale, Outlaw Volleyball, Robotech Battlecry, Mercedes-Benz Champions, Moto GP, Raw 2, Toxic Grind, Yager, Deathrow, Dragon's Lair 3D, Myst III Exile, Rayman Arena, Tom Clancy's Ghost Recon, Tom Clancy's Splinter Cell, XIII, Bruce Lee Quest Of The Dragon, Jurassic Park, The Fellowship Of The Ring, The Thing...

The Hawk Goes Fourth

TONY HAWK'S PRO SKATER 4: FIRST DETAILS AND SCREENS BLITZ

Skaters don't pinch themselves to check they're awake, they run outside and crunch their love eggs on concrete bollards. But now is no time to maim yourself, because you're NOT dreaming! Fact: these are the first ever screens of Tony Hawk's Pro Skater 4 on PS2 and Xbox. Believe!

As you can see from these mad pics, Tony and chums are tearing up some pretty unusual city hot-spots, such as the local zoo. Whether you'll be mauled if you fall into the lions' den, squished by elephants or strangled by pythons is yet to be confirmed. However, the facts are rolling in and CVG has the full scoop first.

The structure of the Career mode has been revamped for TH PS4. Now you begin as an amateur and have to work your way up the ranks till you reach pro status. And the awesome thing is, this shift in structure also affects the challenges and objectives for each location. When you finish the stage as an amateur and return to the same level, new goals will appear. The style of the objectives has altered too. Previously there was a strict time limit for every location, but in Tony 4 each stage begins with a Freeride section. You can skate around as you want, but when you come across a fellow skater, kid or other pedestrian, they'll give you a challenge and then set a clock ticking down.

There's more. You face new types of goals, such as racing, and hardcore combos where you have to collect five letters in a single trick combo. Complete an objective within the time limit and you'll earn a goal point. Rack up a certain amount of these puppies and you'll get promoted a rank.

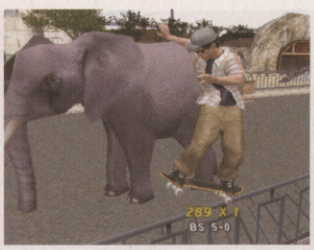
Fly over the backboard and slam onto the b-ball court

Trick your way through the noisy birdhouse. How he does that without looking at his board is anyone's guess

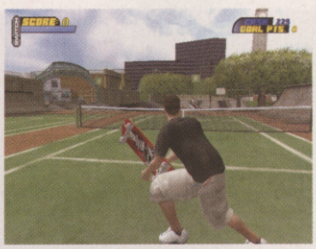
Tony pulls off a textbook Nosebluntslide. See the dude with the arrow on his head? Check him out for a challenge

We'd take death by Dumbo over smashing your balls

The skater models are even more detailed than in Tony 3



Bob Burnquist gets chummy with Jumbo the Giraffe. Sorry, elephant

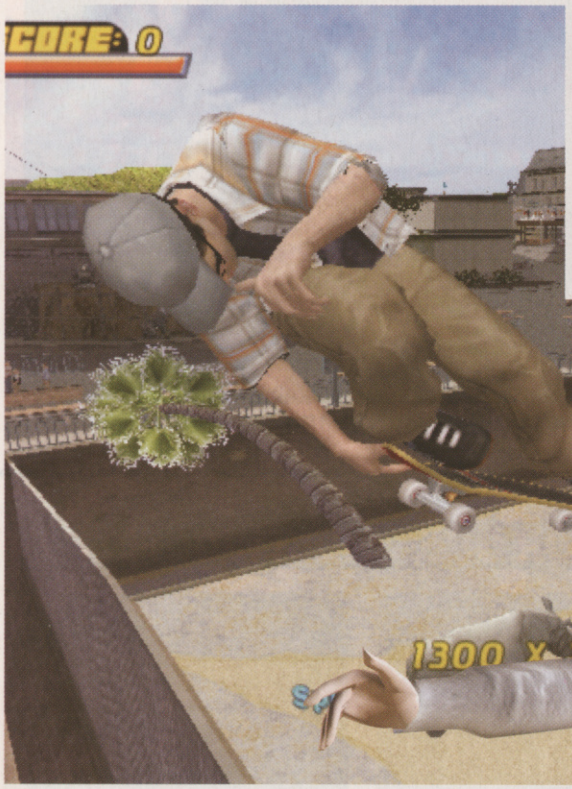


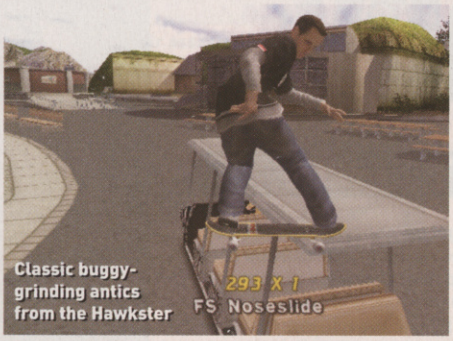
One of the mini-games sees you playing a spot of Tony tennis

We're no skaters but doesn't this seem a little high? Yes, he's good, but 30 feet in the air off a two-foot ramp?

A sort of Mardi Gras procession is taking place, so you trick over all the floats against the clock

A misplaced landing could see you impaled on a stiff rhino horn





Classic buggy-grinding antics from the Hawkster

Expect new Create-A-Skater features and a tweaked Park Editor

Tony 4 looks blinding on Xbox too!

Tony launches across the seal pool. Will they clap if he does a sick trick?

Completing particular goals changes the scenery within a level, as in Tony 3. But now you can toggle between any landscape changes to suit your needs.

Other features include mini-games. You can play tennis using your board as a racquet and there's a basketball game in there too. Here you can earn cash to upgrade your kit. Sweet! More news here soon...

INCOMING!

Chrome-domed, peacekeeper Robocop is bringing his own form of justice to PS2 this September.

PS2 owning fans of quirky fantasy role-player Summoner should start getting excited, because Summoner 2 is coming exclusively to Sony's machine. It's expected to hit stores in September this year.

Capcom's next first-person gun game, Dino Stalker, is blasting exclusively onto PS2 this summer.

Mortal Kombat: Deadly Alliance is being released on PS2, Xbox and GameCube at the end of 2002.

This autumn will see Gravity Games Bike: Street Vert Dirt landing on all three next gen consoles

Activision has announced its Xbox demolition racer, Wreckless, will be smashing onto PS2 this year.

US: More Next Gen Price Cuts

WILL BLOODY US PRICE WAR AFFECT UK PRICES?

Soon they'll be giving away consoles free in boxes of Cheerios. Our Yankee pals have got it great with the announcement of more price cuts on all three next gen consoles.

Xbox and PS2 are down to $199 (£136), while GameCube hits a heavenly $150 (£103). Whether we'll see further cuts over here is yet to be seen. It's a strong possibility and CVG's money is on PS2 to lead the next price-cutting assault in the UK. Fingers crossed it will, then.

Check out the size of Dante's enormous chopper

Loads of the demon-slaying action is set outdoors

The original never had environments as big as this

Cry Baby....

DEVIL MAY CRY – YET AGAIN

Hardly seems like yesterday, does it, that we got all gooey over Devil May Cry on PS2, a mix of swordplay, gunplay and beautiful graphics. Kind of like Resident Evil meets Castlevania, except a good deal shorter.

The second one looks great, too. Our man Dante now does most of his ghoul-killing outside in a massive Gothic city a bit like the one out The Crow, so expect rooftop chases and fights. In another nod to films, Dante can now run along walls, Matrix-style, and he'll even dive from rooftops to attack enemies on the street. But wait! There's also going to be ANOTHER playable character - a woman with different skills to Dante's. In addition, the story has been tweaked so it will still be mission-based but follow a plot. This should also fix some of the 'too short' criticisms of the first one...

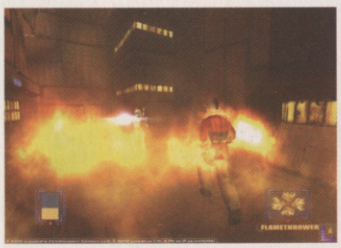
Gotham city eat your heart out. The city in Devil May Cry 2 is mucho sinister

Bounty Hunter On PS2 & Cube

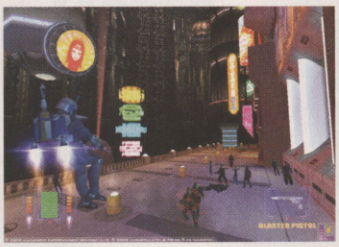
Jango heads skyward using his jetpack

Tourists flock to Tatooine's laser show

If you're a Star Wars loony, you'll probably be dying to slip into the shoes of Episode II star Jango Fett. And in Bounty Hunter for PS2 and GameCube you'll be able to do exactly that. Scheduled for release at the tail end of 2002, this third-person action-adventure is set within six worlds, including Tatooine and Coruscant, and sees you blasting your way through 18 enormous and intense levels.



Eat your heart out Wolfenstein!



Looks like a scene from Blade Runner

SPECTOR GOES MULTIFORMAT

Expect more ultra-realistic settings

Can you see the invisible man?

Ghost In More Machines

The follow-up to PC role-playing first-person shooter Deus Ex isn't just a PC affair – Xbox and PS2 are getting a slice of the sci-fi action too. DX2: Invisible War will offer players free-form gameplay experiences where they control their virtual destinies, according to executive producer and game legend Warren Spector.

"We're going to provide the great storyline and rich, varied, player-controlled experience expected of a Deus Ex game, but this time we're pushing the bar even higher in terms of graphics, AI, physics, sound and accessibility". Er, like wow. Ion Storm's sequel should be out some time next year. Meanwhile, soak up the atmosphere in these early shots.

Will cybernetic warrior JC Denton be the star?

Red And Rawhide!

PS2 GOES WILD WEST

Gunslinging's back in fashion for Capcom's third-person action shooter Red Dead Revolver, where you play the eponymous Red, a mysterious Man with No Name Spaghetti-Western-style hero, bringing law to the lawless.

RDR promises fighting from horseback, stealth elements and authentic period weaponry. From what we've seen of it so far, it's certainly fast and favours non-stop action over adventuring. It has two control methods – a beginner's auto-aim system, and the 'Revolver' style, with which you can target different parts of the body. Hit them in the foot and they'll hop around cursing, but a headshot will kill 'em dead.

Like all good Westerns, you get to ride off into the sunset

Real cowboys wipe their asses with cacti

Like a scene out of A Fistful Of Dollars

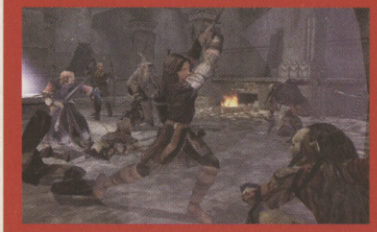
There's Clint, now where's Lee Van Cleef?!

The frontier towns, mine shafts, ghost towns and old military forts of the American Wild West look great too. Indeed, it's the first PS2 game to use volume shadows, where shadows are cast on the body from other body parts. If the basic story mode, 'Bounty Hunter' mode and quick draws at high noon aren't enough, there are even multiplayer options!

STOP PRESS! STOP PRESS! STOP PRESS!

Wizard Alert

Lord Of The Rings and Harry Potter overload! We'll have tons of new screens from all the LOTR games and Harry's new multi-format adventure Chamber Of Secrets, for you next issue. Here's a quick taster.



EA's LOTR Two Towers: Aragon attacks!

It's that Potter boy again

NEWS SHORTS

Grand Theft Auto 3 is to get an all-new sequel called GTA: Vice City, set in the '80s with a glamour, power and corruption vibe. Out October (US).

Hold onto your pants, Konami's got a new Silent Hill coming to PS2. Few details yet, but we expect more survival horror genius for SH3.

Hideo Kojima's new ZOE on PS2 includes features like teleportation. ZOE 2's out spring next year – but almost certainly later for the UK.

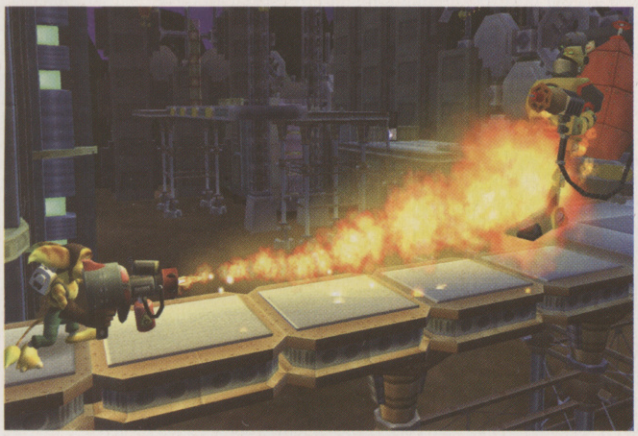
New stealth attacks, weapons and tools, plus an enhanced fighting engine are among the new features in PS2's Tenchu 3: Wrath Of Heaven.

As CVG went to press, loads of new PS2 games were being announced at E3, including Suikoden 3, Silent Scope 3 (and a GBA SS game), a Yu-Gi-Oh! game (and two GBA ones), DDRMAX Dance Dance Revolution and Burnout 2. More next issue.

Ratchet uses a flame-thrower to toast some serious ass

Ratchet prepares to leap into the chaotic Metropolis below

PS2: Ratchet & Clank



Ready, aim, FIRE! The effects in Jak & Daxter never looked *this* good

Sony's newest platformer double act Ratchet & Clank bounces onto PS2 later this year, hoping to snatch comedy cousins Jak & Daxter's crown. And with the kinds of environments and dreamy visuals in these first-look screenshots, they are in with a chance.

The environments are absolutely huge

GAME

MULTI-FORMAT TOP SELLERS

1	2002 FIFA World Cup	(PS2, PS, XB, PC)
2	LMA Manager 2002	(PS, PS2)
3	The Sims: On Holiday	(PC)
4	Grand Theft Auto III	(PS2)
5	Halo: Combat Evolved	(XB)
6	Gran Turismo 3	(PS2)
7	Championship Manager 01/02	(PC, XB)
8	Super Mario Advance 2	(GBA)
9	Dungeon Siege	(PC)
10	Metal Gear Solid 2	(PS2)

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RES EVIL ZERO: FIRST SCREENS

Zero's visuals are just the ticket for baking some trouser brownies

"Welcome to the Hotel Killafornia." A lovely, lovely song by the Desert Eagles

Zero Hour!

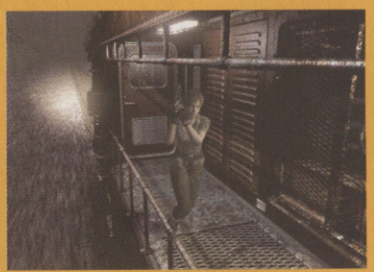
Woohoo! Not only will upcoming zombie masher Resident Evil Zero look better than ever but it also has a major gameplay innovation up its sleeve.

A 'prequel' to the original Resident Evil, Zero looks even more stunning than the Cube remake, out in the UK this autumn. Part of Zero is set on a train and features cool effects like rain rushing past as you walk along the outside of carriages. At one point you see a carriage shaking and giant pincers pierce the roof, before the camera pans back to reveal a huge scorpion attacking the train!

Don't expect Res Evil 2 and 3 to look this good though – Capcom's confirmed the Cube versions will be exactly the same as on PSone right down to the graphics and puzzles

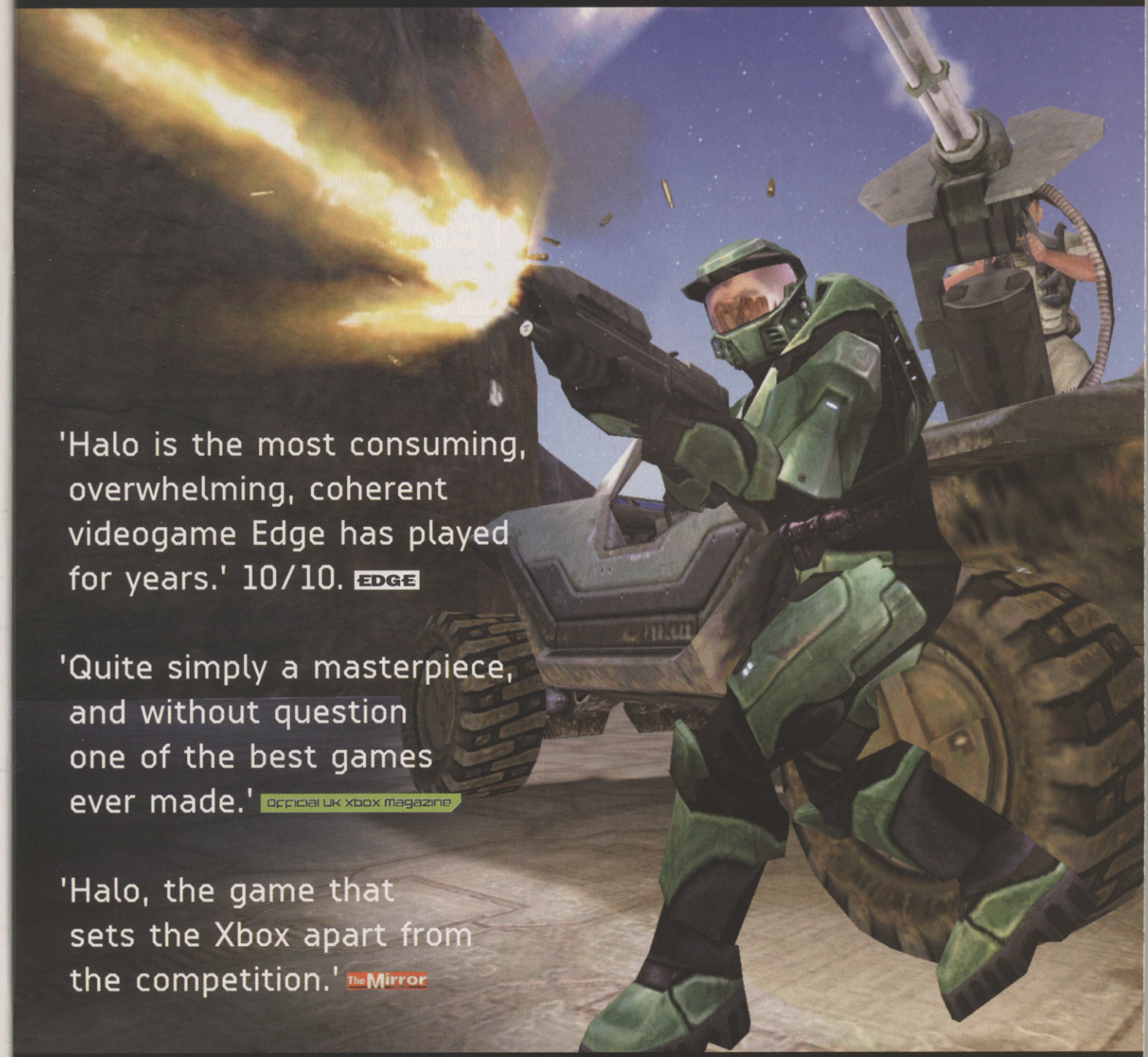
Zero centres on two characters, Rebecca Chambers and Navy SEAL Billy Cohen, but (and it's a big but), as the plot pans out, players can now 'partner zap' between the two, using them together to solve puzzles or ordering one to fight while you control the other. But if either dies, it's game over. Other gameplay changes mean no more backtracking to find chests to stash gear – instead, you'll be able to drop stuff anywhere and pick it up later. More next issue!

Tight, claustrophobic locations are what we know and love about Res Evil games



Some fare-dodgers will do anything to avoid the ticket inspector. Pikey bint

THE END OF CIVILISATION HAS BEEN VERY WELL RECEIVED.



'Halo is the most consuming, overwhelming, coherent videogame Edge has played for years.' 10/10. EDGE

'Quite simply a masterpiece, and without question one of the best games ever made.' Official UK Xbox Magazine

'Halo, the game that sets the Xbox apart from the competition.' The Mirror

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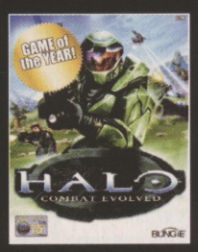
So far, the task of saving mankind from imminent destruction has not only been critically acclaimed, but positively relished. With over a million copies sold worldwide it's nice to see that even in these dark days, the human spirit shines through. Shame it has to be crushed utterly.

www.xbox.com/uk/halo

PLAY MORE. PLAY HALO.™



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Sum's The Word...

SUM OF ALL FEARS

Evil vampire + exam failure = 49.61

Quick quiz, movie fans: which film hero has been played by both Harrison Ford and Alec Baldwin?

It's Jack Ryan of the Tom Clancy novels, and now Ben Affleck is also playing him in The Sum Of All Fears, coming to a console near you soon.

Developed by Red Storm games, who did Tom Clancy games such as Ghost Recon, SOAF should be multi-format and will take a strategy/action theme as a start-off. More soon.

NEWS SHORTS

Unsurprisingly, one Lord Of The Rings game is not enough for prolific publisher EA, which has the licence to make games based on the New Line Cinema trilogy. Now EA's announced that The Lord Of The Rings, The Two Towers will be for both PS2 and GBA. What happened to the PS2 Fellowship game, you may ask. The two have been combined into one, due out this autumn in conjunction with the second movie. Funny that...

Yup, it is what it looks like – a screen that plugs into your Cube. Add the power pack and we're talking mains-free Cube gaming, courtesy of InterAct. The screen even works with Xbox, PS2, PSone, DC and N64. Imagine if the power pack worked with Xbox... sitting on the Tube with a 'handheld' Xbox. Yikes. More next issue.

Good news for role-players: a new Legaia game is coming this autumn, and this time Euro gamers get a slice of the beardiness from Eidos' Fresh Games. You play Lang, who must recover a magical crystal.

What A Carve-Up!

SHINOBI ON PS2: FIRST PICS!

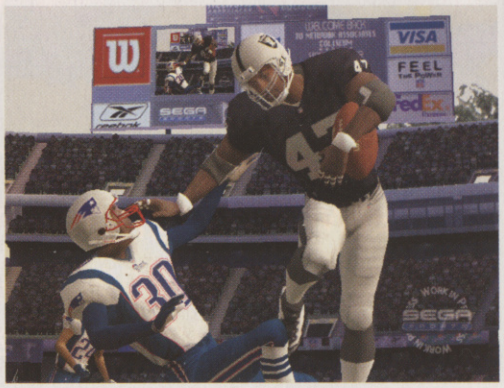
Witness the stealthy art of Shinobi

The side-scrolling of yore is gone, but we bet Joe's ninja stars aren't far away

Behold, we have seen the future of slash 'em up Samurai swordplay action, and it's Shinobi on the PS2.

Sega, which spreads its love over all consoles these days, has made a version of its famed Ninja carve 'em up for Sony's machine! And the results look tastier than chocolate buttons brought to your bedside by Holly Valance wearing only a smile. Expect us to be getting more and more excited by this one in the months to come. We're hoping Joe's canine chum Yamato is in there too!

Sega Sports NBA: how much do you care? Not much? Oh



Sega Sports NFL: y'know, it looks good, but to us Brits...

"What In The Wide World Of Sports?"

SEGA GETS ITS BALLS OUT IN THE N-ZONE

Sega is poised to unleash a new wave of PS2 sports games – and if you're a fan of Yank ball-games, you're going to be in the N-Zone.

Ready for lift-off are Sega Sports NBA, Sega Sports NFL and Sega Sports NHL games (that's basketball, American football and hockey, in case you never knew or cared).

But we reckon the most exciting of the batch is Sega Sports Tennis, which should be a love match made in heaven for all of us who've got hooked on Virtua Tennis. Game, set and match!

Sega Sports NHL: still not bothered? Well, at least...

...Sega Sports Tennis is likely to rock our world

The X Factor

X-MEN SCREEN ACTION!

Notice how Activision's new X-Men beat 'em up uses comic book looks, rather than the film's?

X-Men: Next Dimension is headed for Xbox, PS2 and GameCube and features a pretty cool comic frame style idea, whereby fighters can crash through one frame to the next, say, through a window or a door. You're looking at eight different levels, with large interactive 3D environments, and 24 X-Men will be on call for players to choose from. Oh, all the shots here are from the GameCube version. Expect to see it in October...

Eight-way movement and aerial combat! Woohoo!

You can bust up the multi-tiered levels

Bastion captures Forge and wants his secrets

X-Men must ally with enemies led by Magneto

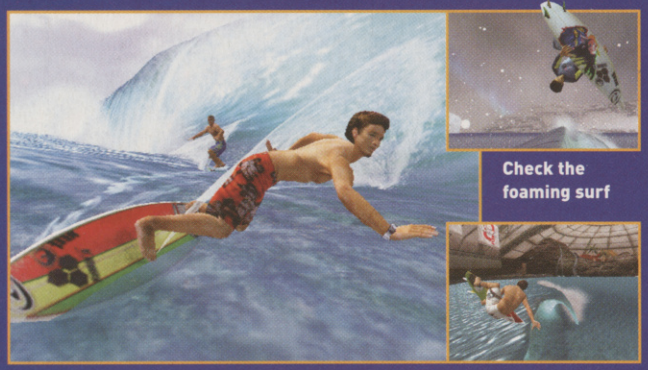
Travis. Kelly. Murray. Mint

EXTREME TRIPLE BILL

Nobody does an extreme sports title quite like Activision, so let us rejoice that the company has three of the buggers on the horizon, headed to a console near you. Let's take a look, shall we?

KELLY SLATER'S PRO SURFER

He's got a girl's name, but Kelly Slater is in fact six-times world champion pro surfer, and has bedded Pamela Anderson. Git. This pure adrenalin rush of a game is heading for Xbox, PS2, GameCube and GBA. Expect intuitive controls and ultra-realistic wave effects.



Check the foaming surf

Hope the watch is waterproof. And doesn't he know sharks are attracted to the colour red?

The Americans put a roof on the Pacific

TRAVIS PASTRANA'S MOTO X

No, it's not a misprint. The motocross freestyle champ really does have a name like spaghetti. Will the name-related extreme sports fun ever stop? We think not.

The bad news is we've got no shots of this one just yet, but if you imagine other motocross games, then imagine them on the PS2, except with a HUGE freestyle element chucked in and more free-roaming environments with a star rider who sounds like he's got tomato sauce dripping off him, then we think you'll get the picture.

Is Hyperlite the US Marmite?

Grind on the deck rails of passing yachts

How he got to be so high is anyone's guess. It definitely looks like a sport for nutcases

SHAUN MURRAY'S PRO WAKEBOARDER

Could this be the debut videogame for the popular sport of wakeboarding? Why, yes it is. This game – on PS2, Xbox, GameCube and GBA – features two-time world champion Shaun Murray, and will include all the sea-skateboard action you can handle. Yee-haw!

* * * * * * * * * *

SAY YOU BORROWED A MATE'S CD AND SCRATCHED IT, WOULD YOU:

* * * * * * * * * *

GIVE IT BACK AND SAY IT WAS SCRATCHED WHEN YOU GOT IT? TURN TO PAGE 43

* * * * OR * * * * *

ADMIT SCRATCHING IT AND OFFER TO BUY A NEW ONE? TURN TO PAGE 51

NEW THINKING NEW DRINKING

GODZILLA ON GAMECUBE: SHOTS!

Frying Tonight!

It's fair to say that interest in a Godzilla game is probably going to be higher in Japan than over here, but this monster-mashing ruck for the GameCube still looks tasty.

Godzilla: Destroy All Monsters Melee involves lots of beasts the size of skyscrapers fighting each other. You are Godzilla and you've got to battle against faithfully recreated characters from the Godzilla stories – mechs like Mechgodzilla and other creatures like Mothra and King Ghidora.

There are tons of single-player and multiplayer options and battle modes, as well as baddie-torching combos. Expect it in early 2003.

"You will not sell the mighty Godzilla a dodgy meat pie again, street vendor"

"Ooh, do that breathing fire thing on me bum one more time. Ahhhh! Yes! Yes! Heat my metal bot – HEAT IT!"

Goal!

Konami is rumoured to be rolling out its Pro Evolution Soccer series on the Cube!

Seeing as many people (i.e. us) reckon it's just about the best thing on 22 legs, this is seriously good news. We'll have to wait and see whether it's PES 1 or 2 though.

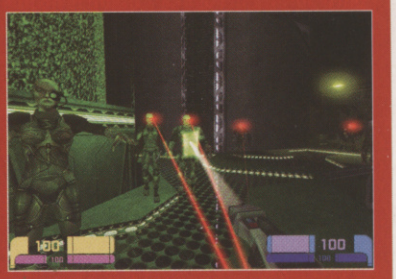
Meanwhile, a fancy version of Mr Driller complete with four-way play is also heading Cube-wards.

PES meets GameCube??!

Missing contact lens alert

STAR TREK ELITE FORCE II

Borg boss monster ahoy. We thought all Borg were equal. Typical, bloody typical



"Assimilation is futile. You will be resisted." Some Borg just didn't get it

Treks 'N' Thugs

Star Trek Elite Force II is a first-person shooter again featuring the hard-nut Hazard Team, only this time they're fragging enemies on the USS Enterprise itself.

Players take the role of Ensign Monro and it'll be your job to slay a whole host of enemies, including Star Trek regulars like the Borg and the Romulans.

The jury's out at the minute, but with the FPS elements likely to get Half-Life fans interested, and Trekkies into the Enterprise bits, the game's likely to attract a wide audience at the very least.

Some Borg double as Christmas lights

Action Replay!

Peripheral manufacturer Datel has unveiled plans for a GameCube version of its Action Reply add-on, which will allow users to play import discs on their UK Cubes.

It gives players access to loads of unauthorised cheats and codes, but this one goes the extra yard so you can play import games – often months before they're given a Euro release. Of course, in many cases, you have to tackle menus all written in Japanese, but what the hell, eh?

There will be two versions available next month, one at £29.99 and another at £19.99.

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Turn the lights out and pretend it's the end of the movie.

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Report Now!

Minority Report starring Tom Cruise has got to rock, right? The games are shaping up well, too, with these shots from GBA and PS2 suggesting different approaches for each platform.

How they fit in with the plot is anyone's guess, as Minority Report is set in the future and concerns a police division that arrests people for crimes they haven't yet committed.

The GBA version seems to be a scrolling action-adventure

In the PS2 game, the emphasis is on a moody atmosphere...

...spoiled only by sporadic bouts of ballet from the guards

What a surprise. They've gone for a cel-shaded look on PS2

"Is It A Turd? Is It A Drain?"

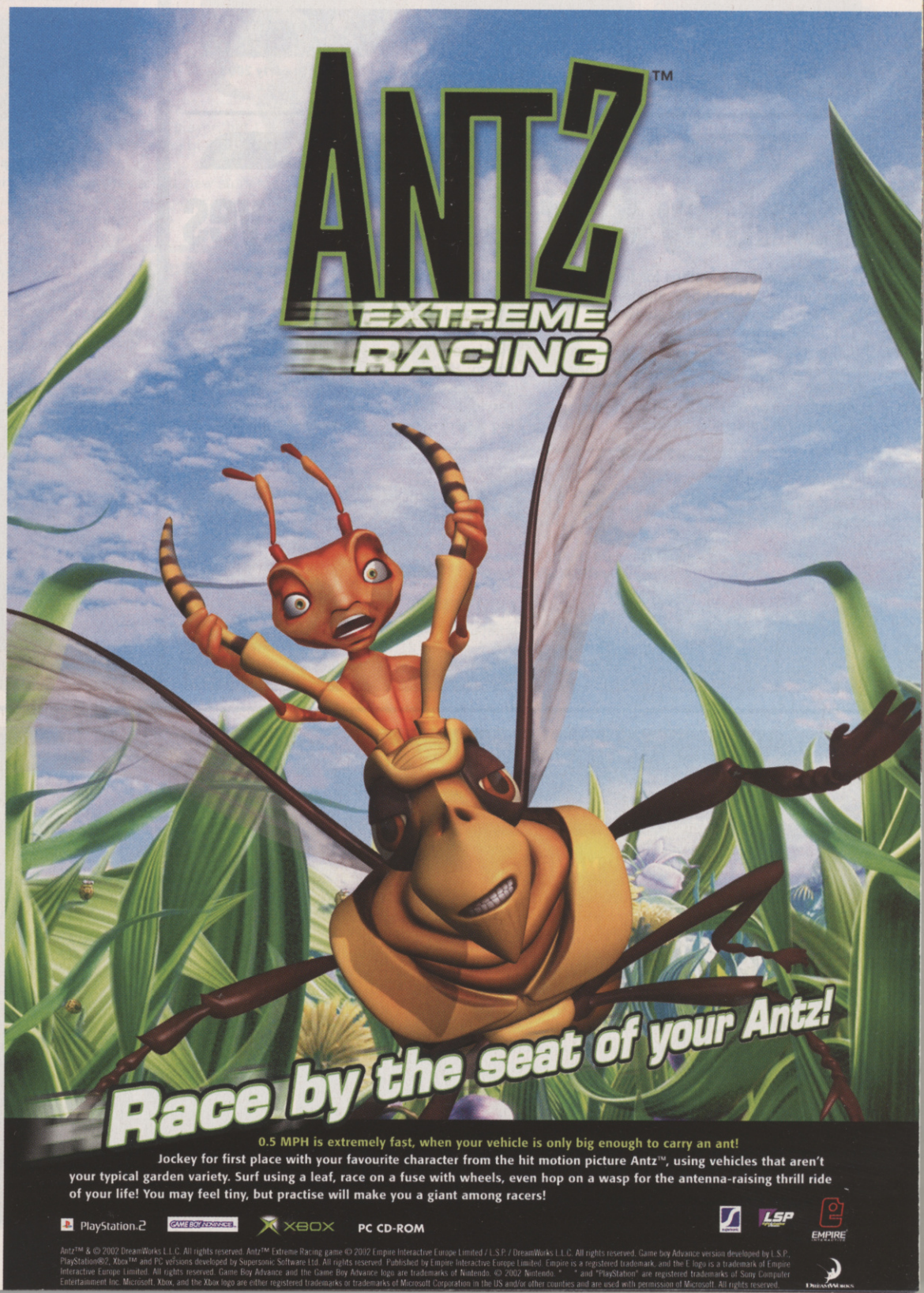
Two new Superman games are heading your way: Superman: The Man Of Steel for Xbox, and Superman: Shadow Of Apokolips for PS2.

It seems a name is all the two games have in common. They look radically different for one thing, with the PS2 version aping the TV cartoon series, and the Xbox version looking just, well, 'different'. They each have different

The Xbox game is looking a bit classier with its hi-res visuals

developers, although both are distributed by Infogrames and both appear in early 2003. Apart from that, Lex Luthor appears in both and you've got to fight him and various other super-villains or end up with super egg on your chiselled face...

Superman has the quiff of a dork in the PS2 version



"Who's Laughing Now?"

SmackDown! 4 is coming, but with nothing to show just yet check these other THQ titles...

ALTER ECHO
For PS2 and Xbox, this mech-style action-adventure sees you fighting things and changing time.

Fight aliens in early 2003

WORLD WRESTLING CRUSH HOUR
For Xbox, GC and PS2, this is Destruction Derby meets WWF. Who knows why?

Fight wrestlers in early 2003

EVIL DEAD: A FISTFUL OF BOOMSTICK
For Xbox and PS2, this looks like Duke Nukem with a chainsaw. We hope so.

Fight the dead in early 2003

ONLINE GAMECUBE – PHANTASTIC!

Phantasy Stars In Their Eyes

Nintendo is rolling out plans for Internet gaming on the GameCube – and the watchword is low prices for players.

The first online GameCube project will be Phantasy Star Online Episode I & II, which launches in the States later this year. The game will support either a broadband or modem adaptor, both of which will come on sale this autumn for $34.95 (about £21) each.

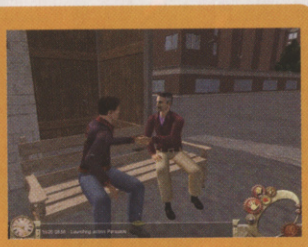
Nintendo wants to keep prices low for us and to make it easy for developers, for whom "there are still too many barriers", says a Big N spokesman.

Speak in tongues with Phantasy Star on Cube

Republic. Ooh Aaah.

We tend to avoid stuff that makes us think, because it makes our brains HURT, especially HISTORY. AARGH!!

But not Republic, a PC game where you start off with a hut and one follower and have to set up your own Russian republic. Using politics, religion, crime, military force or even business you can organise rallies and riots, broadcast propaganda and assassinate opponents.



"Would you like some sweeties?"

Go Lara!

NEW TOMB RAIDER

Why bother with words when you have before you the full glory of a bunch of new screens from Tomb Raider: The Angel Of Darkness?

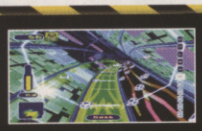
Don't they look just goyjush! What's more, TR fans the world over are preparing for an adventure that should rank up with the good-old-days Lara gameplaying of yesteryear, before it all went a bit pants around the time of Tomb Raider III.

As ever, the twin pistols are a girl's best friend

Moody urban settings are the order of the day here

This time, Lara is immersed in a dark, thrilling story, in which she is wrongly accused of murder and has to track down the real culprits. Check the moody, urban atmos and, in a clever nod to that other games heavyweight Metal Gear Solid, Lara will be doing a fair amount of creeping around this time. She'll also be showing off some natty new acrobatic moves.

We are so proud that the CVG offices feature in the game



STREET I

IN STOI E

DATE			NAME	FORMAT
JUNE	7	■	BRITNEY'S DANCE BEAT	GBA
	7	■	F1 2002	PS2
	7	■	THE HOOBS	PS1
	7	■	JADE COCOON 2	PS2
	7	■	KING OF THE ROAD	PC
	7	■	LEGENDS OF WRESTLING	XBX
	7	■	LONDON RACER 2	PC
	7	■	MANIAC RACERS ADVANCE	GBA
	7	■	MEDAL OF HONOR: FRONTLINE	PS2
	7	■	MEGARACE 3	PS2
	7	■	MIKE TYSON HEAVYWEIGHT BOXING	XBX
	7	■	ONIMUSHA WARLORDS PLATINUM	PS2
	7	■	RED CARD SOCCER	XBX
	7	■	RESIDENT EVIL CODE: VERONICA X PLATINUM	PS2

DATE			NAME	FORMAT
JUNE	7	■	SPIDER-MAN THE MOVIE GAME	GBA/GC/PC/PS2/XBX
	7	■	SURVIVAL INSTINCT	PC
	7	■	SVEN GORAN ERIKSSON WORLD CUP MANAGER	PC
	7	■	TIGER WOODS PGA TOUR 2002	PS2
	7	■	ZOE: THE FIST OF MARS	GBA
	14	■	4X4 EVOLUTION 2	PC
	14	■	CIRCUS MAXIMUS	XBX
	14	■	CRICKET 2002	PC
	14	■	EUROFIGHTER TYPHOON: OPERATION ICE BREAKER GOLD PACK	PC
	14	■	FREQUENCY	PS2
	14	■	GEOFF CRAMMOND'S GRAND PRIX 4	PC
	14	■	GREMLINS	PC
	14	■	GT ADVANCE 2: RALLY RACING	GBA
	14	■	INDUSTRY GIANT 2	PC

Monkey Magic

MONKEY SEQUEL COMES TO GAMECUBE

Last autumn, GameCube launched in Japan, accompanied by the Sega-developed Super Monkey Ball. Ball and monkey fans, we give you Super Monkey Ball 2.

For those who don't know, SMB is basically a thumb-teaser where players have to control monkeys inside balls, but without touching the monkeys. Instead you have to tilt the scenery. The game has loads of modes, including such treats as Monkey Soccer, Monkey Golf and Monkey Billiards, which means that you're looking at a title that'll be, you know, 'fun' in single-player, but bloomin' excellent in multiplayer modes – perfectly suited to the mate-friendly GameCube, we say.

The main game will include 150 new levels, as well as an all-new story mode to pull you through the game should you get sick of never-ending brain-teasers. If it's anywhere near as good as the first one, then we're in luck.

Should we be encouraged to put monkeys in balls?

In 1958 the US put a chimp in space. He died

PLAY MINI-GAMES FOR FREE

Meanwhile, a few short weeks after the release of Super Monkey Ball in this country, visitors to Sega's official website can download and play mini-games from it on their PCs ABSOLUTELY FREE. Isn't Sega lovely these days? Anyway, we suggest you go and check it out as they're a good laugh. Go to: http://www.sega.com/vault/minigames/home_minigames.jhtml

DATES
ORES SOON

DATE		NAME	FORMAT
JUNE	14	JAMES BOND 007 IN... AGENT UNDER FIRE	XBX
	14	LEGO FOOTBALL MANIA	PS2
	14	PIKMIN	GC
	14	THE RIPPING FRIENDS	GBA
	14	SETTLERS 4 GOLD	GBA
	14	SSX TRICKY	XBX
	14	USA RACER	GBA
	14	VAMPIRE NIGHT	PS2
	21	WESTLIFE FAN-O-MANIA	PS1
	21	AGASSI TENNIS	PS2
	21	AGGRESSIVE INLINE	GBA
	21	ANIMANIACS PINKY & THE BRAIN	PC
	21	DELTA FORCE: TASK FORCE DAGGER	PS1
	21	DELTA FORCE: URBAN WARRIOR	GBA
	21	DOKAPON	GBA
	21	BREATH OF FIRE II	GBA

DATE		NAME	FORMAT
JUNE	21	F1 2002	GC
	21	GITAROO MAN	PS2
	21	GUN METAL	XBX
	21	FREEDOM FORCE	PC
	21	KONAMI COLLECTORS SERIES: ARCADE CLASSICS	GBA
	21	MASTER OF ORION 3	PC
	21	NEVERWINTER NIGHTS	PC
	21	OPERATION FLASHPOINT: RESISTANCE EXPANSION PACK	PC
	21	PRISONER OF WAR	XBX/PS2
	21	RAINBOW SIX: LONE WOLF	PS1
	21	STAR WARS EPISODE II: ATTACK OF THE CLONES	GBA
	21	LE TOUR DE FRANCE	PS2
	21	TROPICO GOLD PACK	PC
	21	V-RALLY 3	PS2/GBA

CACKMAN

The independent voice of the free gaming nation

There's only one thing people are interested in right now. The World Cup. Yep, it's time to put away your videogames and go out... and buy the newest regurgitation of EA's FIFA series with the World Cup label stuck on it. And then you'll buy FIFA 2003 this Xmas. What's the matter with you people?

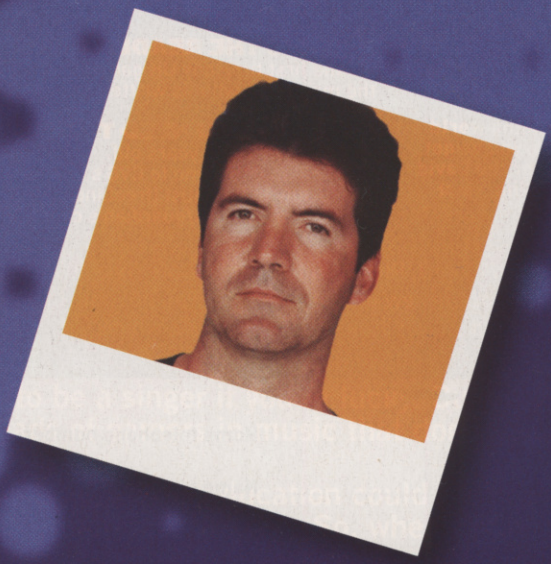
But, Cackman has to admit, the World Cup is a tantalising goblet to drink from, so he has decided to see if the game really is the only player on the pitch right now, pitting it against a squad of normally unstoppable gaming rivals. Will it win? Does he care? Nope, he just wants to go out and watch the real thing. Besides, this stupid test doesn't prove the game isn't a bunch of nob in any way.*

*Cackman might add it doesn't prove that it is a bunch of nob either.

VIDEOGAME ALL-STARS VS ENGLAND (AND FINLAND)

Cackman's opinions aren't necessarily those of CVG

Are you going to let someone like me choose your career?



PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

Double Price Shock

XBOX TO £122, XBOX TO £199

GAMECUBE
WAS: £170
NOW: £122 (199 Euros)
NINTENDO EXPECTED STREET PRICE: £129
CVG RECKONS: £135
SAVING: £31-£48

We're in shock. Better slap us a couple of times. Nope, *we're* not dreaming. *You're* not dreaming. So it must be real. Nintendo and Microsoft just made every gamer's dream come true and decided to save us a bunch of money.

XBOX
WAS: £299
NOW: £199
MICROSOFT ESTIMATED STREET PRICE: £199
CVG RECKONS: £199
SAVING: £100

responded with a cut of own. Question is, does Sony need to or, with its market dominance, can it now afford to remain aloof?

Other questions still unanswered are: will Cube's new super-cheap price now make it seem of less value and more of a kid's toy to older gamers? And how can Nintendo afford to do this just two month's after slashing the price of the Game Boy Advance to £70?

Similarly, will Microsoft follow-up and slash its average game price from £45 to about £40, in line with Cube and PS2?

Retail chain GAME welcomed the news, saying: "This is the first time we've seen a new console launch at such an affordable price." Indeed.

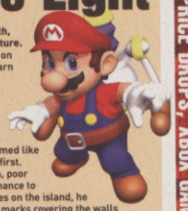
This flash work okay?

How important is this to our readers?

Is Mario still important enough for the opening spread?

FIRST OFFICIAL STORY DETAILS

Mario Sunshine Sheds More Light



...it seemed like ...ice at first. ...fashion, poor ...gets a chance to ...he arrives on the island, he ...scribble marks covering the walls ...the community. What's worse, the person ...for the scribbling has disguised himself ...like Mario!

...cals falsely accuse Mario, so he decides to ...bottom of things. Armed with a new water-pumping backpack, Mario sets out to clean up the scribbling and reveal the identity of the true villain."

We've noticed Nintendo of America referring to the game as Super Mario Sunshine, but don't know if this will be the case for Europe yet. What...

...will be playing Mario Sunshine in M...

YOU THINK:

A. "Bright colours and jagged edges make it stand out against the white"
B. "Big point size makes it easy to read for instant impact"
C. "Flashes are for the dirty mac brigade only. Yeugh!"

A or B could put you in the frame for our Reader Issue Art Editor or Designer posts.

YOU SAY:

A. "Dirt-cheap Cubes from launch and Xbox slashed already? That's hot, hot, hot!"
B. "Massive. Cheaper hardware = more console sales = more potential CVG readers"
C. "Who cares about the cost of consoles?"

So long as you didn't answer C, you could be our Reader Issue GameCube expert. Also wanted: Xbox, PS2, PC and Handheld experts.

DO YOU REPLY:

A. "Damn right, he's the timeless champion of platform gaming"
B. "Sunshine is vital to Cube's success so CVG must cover it big"
C. "Um, can I get back to you on that one?"

If you answered A, B or both, then you could have what it takes to be our Reader Issue Games Editor.

HAVE YOU GOT WHAT IT TAKES TO MAKE IT ONTO...

computer and video games

READER ISSUE

WANTED!

TALENTED GAMES NUTS FOR A SPECIAL EDITION OF CVG:

- Editor
- Deputy Editor
- Commissioning Editor
- Games Editor
- Staff Writer
- Art Editor
- Designer
- PS2/Xbox/GameCube/ Handhelds/PC Experts
- 12 x Freelance writers (only two days in the office required)

IN ASSOCIATION WITH GAME

Opportunities don't come any bigger than this. CVG is celebrating 20 years in videogames so we've decided that for one issue only we are going to turn the world's oldest games mag over to you, the readers.

You'll never get a better chance to make the gaming world sit up and take you seriously, not to mention prove you've got what it takes to be God's gift to games journalism or the David Beckham of design. So, nothing important or anything – just your future, fame and fortune.

WHAT IS THE READER ISSUE?

It's the first time any UK games magazine has invited its readers to decide what will be in the magazine, what is written and how it looks.

WHAT DO YOU NEED TO BE CONSIDERED FOR THE TEAM?

- Be aged 15-18 years old.
- Available to come to CVG's offices from 10am to 4pm for two consecutive weeks from 15 July to 9 August (freelance writer positions only require two days in the office).
- Have a parent's/guardian's consent.

To apply, please fill out the form below and send it to us at: CVG Reader Issue, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Plus, you'll need to write us a 100-word review on the last game you bought, and a brief covering letter saying which position you'd like to apply for and why you'd be the best person for the job. Applications must reach us by **28 June 2002**.

APPLICATION COUPON

Name .....

Address .....

..... Postcode .....

Date of birth .....

School .....

Home telephone number .....

Name of parent/guardian and their daytime telephone number .....

.....

If you are applying with a friend, please tell us their name .....

* I ENCLOSE MY 100 WORD REVIEW ☐

Or are you going to choose your own?

Maybe you are good enough to be a singer if you're lucky. But you could also be brilliant at something else. There are loads of careers in music that don't rely on luck.

Have more of a say in your future. Higher education could lead to a career as a sound engineer, journalist, actor or even artist manager. So, when the next big thing comes along, they might just owe it all to you.

For a free magazine call 0800 587 8500 and for more information visit www.dfes.gov.uk/aimhigher

Aimhigher™

FORMATS: XBOX, PS2, NGC **OUT:** SEPT **DEVELOPER:** FREE RADICAL **PUBLISHER:** EIDOS **WORDS:** LEE

SPLIT WIDE TIME

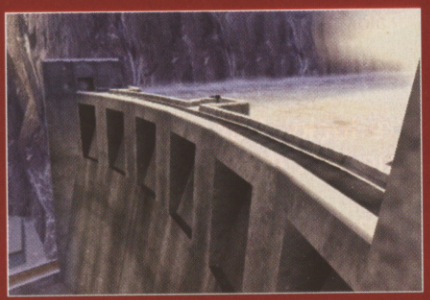
BOND OF BROTHERS

Read any piece about a new console first-person shooter and you'll see loads of guff banging on about the seminal N64 shooter GoldenEye. Years after its release, the Rare-developed game remains the benchmark that all other console shooters are measured against.

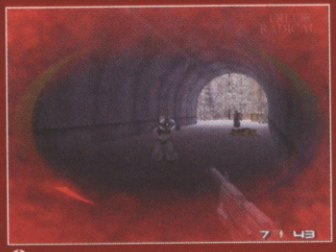
Free Radical, developer of the TimeSplitters series, was actually founded by ex-Rare geniuses that worked on GoldenEye and there are loads of similarities between the two. As well as the visual style for the ammo counter and health bars, the story in 'Splitters 2 plays out in much the same way as GoldenEye, with mission objectives set for each area and no mid-level saves. The game even has the same overall feel – from the pace and variety of the action to the way the guns fire and the sound effects. It's a shooter with soul.

Sniping goons from afar is just as delicious as ever

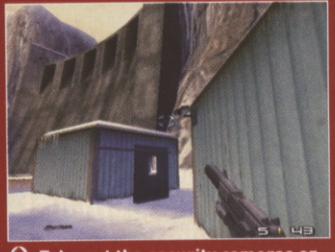
The on-screen health and body armour gauge is lifted right out of the N64 shooter



Looks familiar? The first level of TS2 is almost a homage to GoldenEye



Hold the left shoulder button to bring up your aiming reticule



Take out the security cameras or the alarm will sound and alert guards

SKITTRELL **SCREENS:** LEE SKITTRELL & FREE RADICAL

special feature

DIE YOUR OWN WAY

Sneak up slowly behind this marine and take your aim

Blat! Down he goes. No blood, but it's still pretty nasty

Stand back and admire your handiwork proudly

The original TimeSplitters was one of the best-looking launch PS2 games. The sequel treats your eyes to even classier visuals. As well as enormous, high-res and super-smooth moving environments to explore, the animations of the enemy characters you meet is staggering, especially in their painful death sequences. Depending on where you shoot them, they will react differently, hopping if you hit their feet and dying messily if you cap their dome.

Bodies react differently when filled with white-hot bullets

Shoot his kneecaps and watch him dance. Hilarious

SPLITTERS 2

We go hands-on with the super-charged sequel to PS2's best multiplayer frag 'em up. Let's do the time warp again!

If you could jump back and forth through time at will, there'd be certain things you'd just *have* to do. Like travelling back to Egypt to see if aliens really did build the Pyramids, or zapping yourself way into the future to see if Terminator-style robots will take over the Earth. Or maybe just seek out Marilyn Monroe and ogle her love puppies.

The possibilities are endless but in TimeSplitters 2 there's no time for idle sightseeing or titty-chasing. The evil creatures known as the TimeSplitters are on the loose once more and have made off with the nine crystals shards that give them the power to travel through time. You need to stop them by following their trail as they bounce around the space-time continuum wreaking havoc.

As ever, the fate of the universe rests on your shoulders. But hey, if the pressure is getting to you, you can unwind with a hardcore session of some of the finest adrenalin-fuelled, testosterone-charged multiplayer gaming you've ever played.

Yarg! Run away very quickly or you'll be TimeSplitters Treat, putting paid to your wild time-travelling plans once and for all

BIGGER, BETTER, HARDER

There's so much new stuff that's been crammed into TimeSplitters 2 you have to wonder how they're going to fit it all onto one disc. The biggest refinement to the gameplay is to be found in the single-player game. Where before the challenges were simple 'search and rescue' scenarios, now there are full-on missions, with objectives and parameters to fulfil.

Each of the nine missions takes place in a different time zone and each level is lavishly created with stunning visuals and loads of authentic touches relevant to that particular time period.

Before you defeat the TimeSplitters on their space station you'll have battled in locations such as chilly Siberia, 19th-century Paris and a mysterious alien world. Your TimeSplitter-chasing heroes also change depending on the level, taking over the bodies of the locals to help them blend in.

MULTIPLE SCREAMING ORGANISM

TimeSplitters 2 really is a game of two halves. In addition to the single-player or cooperative two-player mission game, there's a whole world of multiplayer deathmatching pleasure in store. You can play multiplayer games on a single split screen on GameCube and Xbox, and with up to eight linked consoles with the PS2 version. Yep, eight! There are well over 80 different types of character skins, including crazy box bots and chimps, and a whole gaggle of impressive-looking and expertly designed stages to rampage around. Your knees will be trembling in deathmatches long after you've busted the mission mode wide open.

This monkey is unleashing all kinds of cheeky chimp hell – snipe his furry butt

Carnage! Use the mounted gun turrets to smack up your rivals in a very real sense

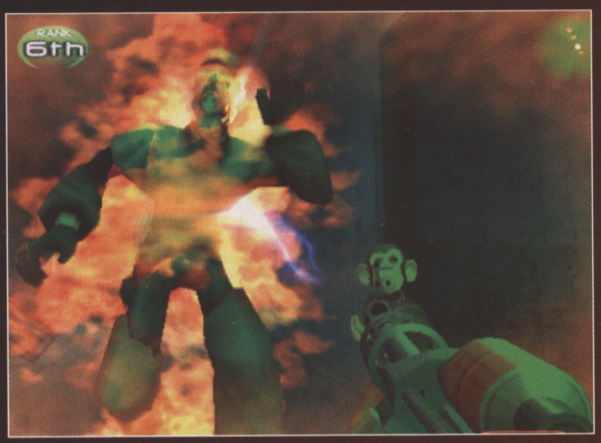
Loads of bots should be able to appear on screen at once – and zero slowdown

Stay out the way of big electronic blasts like these as they sting like bbbbb...billy-o

Respawning into the middle of a Downtown Chicago massacre is a bit unlucky

To match the excellent variation in the levels, there are in-depth mission objectives that would challenge even the toughest marine or slinkiest super-spy. The action is both gung-ho and stealth-based, with a great mixture of the two, depending on the level you're playing. There are even super-tough secondary mission objectives that aren't essential to success but are there to test if you're really as good as you think you are.

It's a much more satisfying adventure mode than the first TimeSplitters game, and you can even play it with a friend in cooperative mode. As a stand-alone first-person shooter, the mission mode in TimeSplitters 2 would surely stand out as one of the best on PlayStation2. But that's only half of what the game has got to offer. Did someone say 'Deathmatch'?



That monkey should watch out – fur is flammable

Multiplayer games were what the first TimeSplitters was really all about and the furious fraggin' tradition is finely upheld in the sequel. All versions of the game will feature split-screen multiplayer games but the PS2 version has something very special in store. Link eight PS2s via the i.Link port and get ready for a multiplayer challenge to rival that of 16-player Halo frag 'em ups on four linked Xboxes.

BOT CRAZY

There are currently six main multiplayer games to choose from: Deathmatch, BagTag, Capture the Bag, Knockout, Escort and LastStand. Most of the games are still in development but what is clear

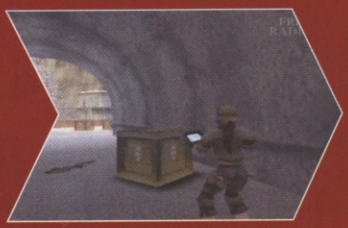
(WO)MAN ON A MISSION

To give you some idea of just how awesome the single-player missions are looking, here's the mother of all sequences showing how some of the first level plays out.

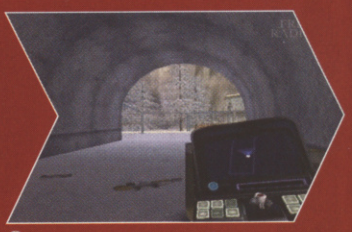
As you bounce back and forth through time you get to inhabit different characters appropriate to the time zone you're in. In 1930's Chicago you're a Tommy Gun-totin' gangster. In the deepest future you get to play a cyborg rampaging through a gloomy cybernetics factory. In the game's first level – 1990s Siberia – you slip into the armoured bodice of a female soldier.

The TimeSplitters can inhabit other people's bodies too though, but if you treat everyone as hostile you should be alright!

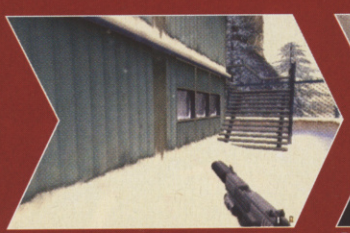
The level begins with a slow panorama showing you the layout and where bad guys are hiding



The camera then zooms in behind this beauty and it's almost time to begin playing

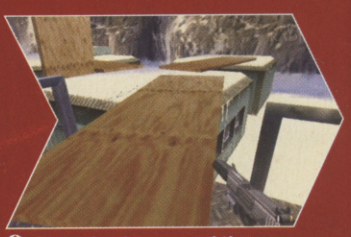


Start by picking up those weapons handily left on the ground for you



With nowhere else to go, head up the stairs where you sniped the guy at the start

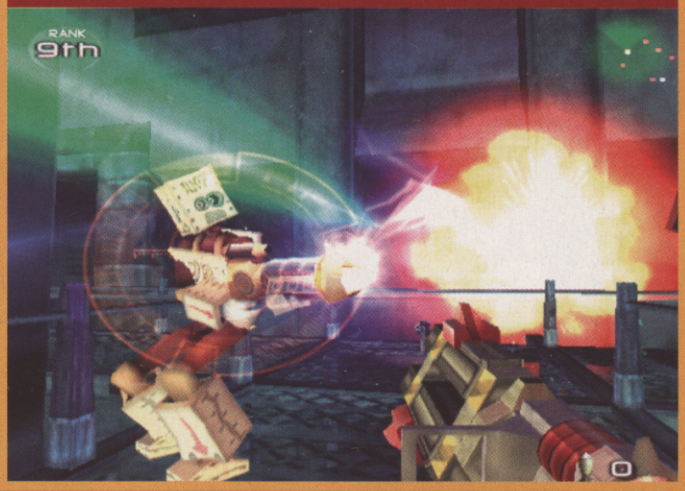
Flick the switch to open the large security door that leads to the main dam area



Then clamber around the rooftops to drop down into the room with the locked door

MY EYES! THE KILLER SHOT

Mayhem, carnage, destruction... TimeSplitters 2 has got it all and then some. Like this multiplayer moment when you target this boxy goon, only to feel the warm sting of green laser narrowly miss your left ear and thunderously ignite a bunch of flammable barrels in front of you. Holy Moley!



Don't make fun of this guy's tracksuit, he's on your side

Hey baby... but be careful she's not a 'Splitter in disguise

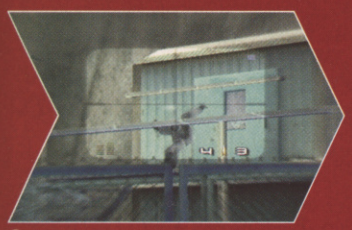
That's a big gun, a damned big gun

is the quantity of deathmatching fun that will be on offer. And considering the first TimeSplitters multiplayer game is still played to death now, the quality of TimeSplitters 2's multiplay is hardly in doubt either.

Super-charged weapons are available in deathmatches, with many arenas mixing up guns from across the time zones. Fancy your chances armed with a Tommy Gun against a rival tooled up with the crippling electro-tool or the nasty flame-thrower? We don't either, so that's when you have to get tactical by doing stuff like ricocheting weapons-fire off walls and into the face of your unwitting enemy. Tasty.

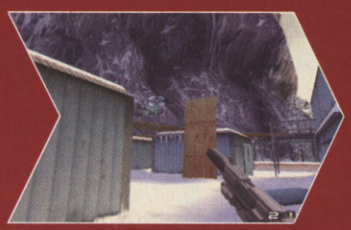
There are loads of options to help tailor your multiplayer games to your own wicked tastes. Adjust the score limit, the time limit, whether you want to play as a team with others, and whether you want friendly fire, just for starters. There's loads to help make your own very special TimeSplitters moments, but by far the best new tweakable feature is the vastly enhanced Mapmaker. This time you can not only design deathmatch arenas to fight in, but also generate your own story missions to create objectives, populate with bad guys and then play through.

With a single-player game just as playable as PS2's recent Medal Of Honor and Xbox's Halo, and a whole slew of multiplayer games that enhance and refine everything from the already brilliant original game, TimeSplitters 2 could well become the new king of the console shooter and maybe even set a new benchmark for the next generation of home consoles. CVG

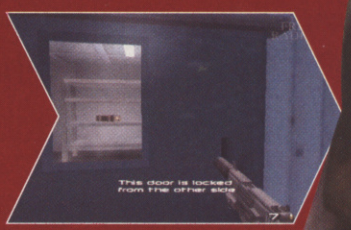


Snipe the guard on the far cabin as this will make progress a lot easier later on in the game

Watch our for lurking guards as you steam into the danger of this open section

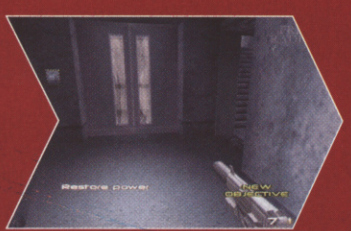


Once you've dispatched the guards, make sure you disable all of the cameras

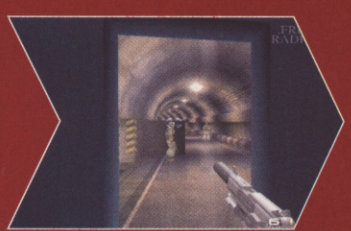


You need that firepower but it's shut behind a locked door. Time to get thinking

Armed with your new remote mines, fulfil your first mission objective by blowing up the satellite



Now head into the guts of the dam itself and try the lift. Bah! There's no power



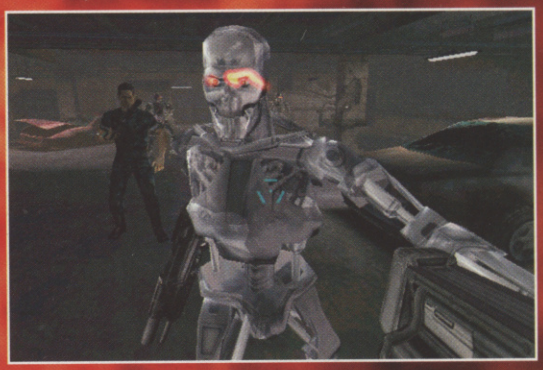
Head through the dam, taking care of guards on the way and collecting more sexy weapons

Turn off the gas valves to halt the steam blocking your path. A screen inset shows your route is clear. Ta-da!

SNEA… …ND HOTTEST GAMES

P…EWS

Think there's nothing sinister about your gran's hip replacement? Think again. In the future, half-gran, half-machine cyborgs will decide us flesh-and-bone humans are getting in the way. So they'll kill us all. No, really. So before it's too late, make sure you get some practice in for the dark future with Terminator: Dawn Of Fate. And keep an eye on your gran's genocidal tendencies.



All the coolest Terminators were wearing molten eyebrows

Fireball. When robots die, they don't go to heaven. They explode

TERMINATOR: DAWN OF FATE

IT'S A DARK FUTURE OUT THERE. LUCKILY YOU'RE ARMED TO THE TEETH

FORMAT: **PS2, XBOX** OUT: **SEPTEMBER** DEVELOPER: **PARADIGM** PUBLISHER: **INFOGRAMES**

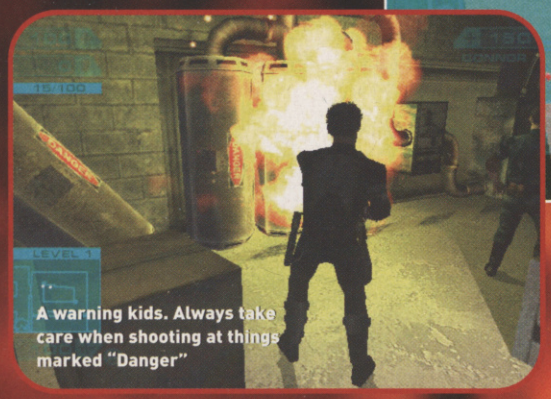
TIME TRIALS

The game is based on the films starring Arnold Schwarzenegger. Dawn Of Fate follows Kyle Reese as he fights his way to Terminator time-travelling headquarters, where the first film started. Across 11 levels, you'll scrap with standard Terminators of all types, as well as new 'Digi-Human' experiments.

You start the game as Reese but later play two other characters – Catherine Luna, a special operations officer, and Captain Perry, a hardened soldier. Each character has his or her own arsenal of specialist weapons.

And weapons is what this game is all about. It's an action-shooter, with the emphasis squarely on action. And shooting. And not a lot else.

Close up, the Terminators looked most like spare Dreamcast parts than evil killing machines



A warning kids. Always take care when shooting at things marked "Danger"

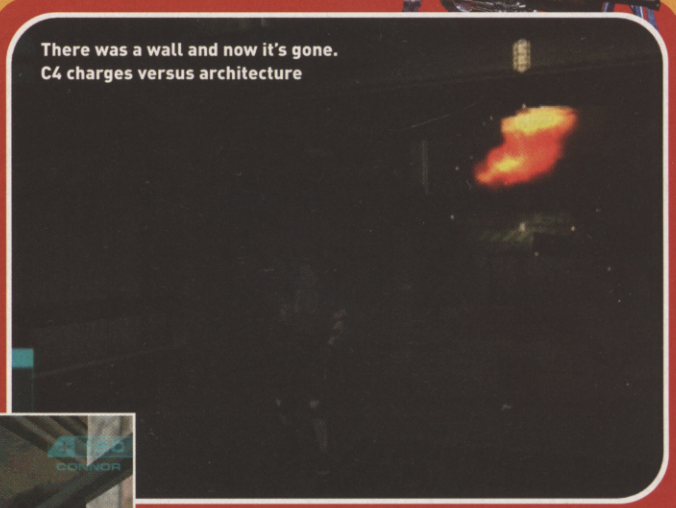
"I'll take your big gun. And raise you two smaller guns." Well, that's a fair enough offer

The cycle of killing robots is broken by basic puzzles. Shut down a gas pipe to get past a fire to the next set of enemies. Or plant C4 to blow a hole in a wall. So you can get to more machines of course. If you're after complex puzzles, look elsewhere. But if it's big gun action you're after... hola, amigo.

IRON FISTS

Reese, the only playable character in this early code we got our hands on, really knows how to move. As well as using jumps and rolls, he can take enemies out in third-person standard mode or go sniper-style in first-person with a variety of guns and grenades. Or he can simply whack them hand-to-hand for a maximum 'adrenalin boost' bonus. The limited adrenalin boosts speed you up and make your melee attacks even more deadly.

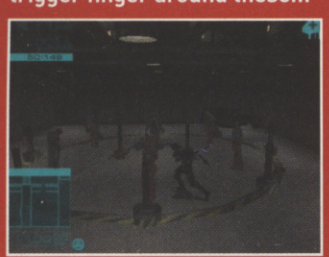
A lock-on system means you can stay focused on the machines nearest to you, while strafing and running around dodging their shots and blows. The rest of the time the character settles into a semi-Resident Evil fixed-but-hovering mode. Which is great, because you can see all the pretty graphics.



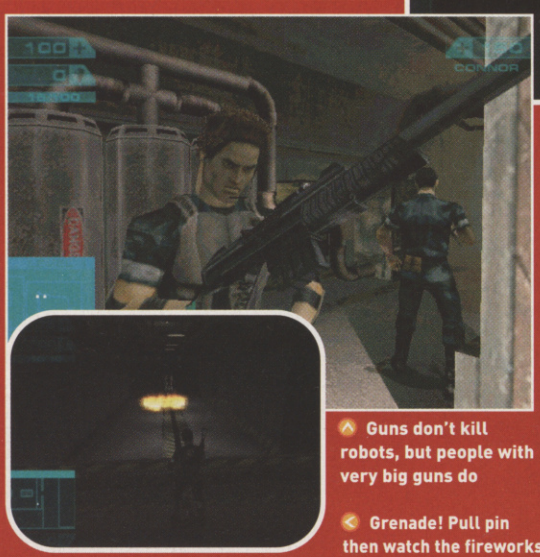
There was a wall and now it's gone. C4 charges versus architecture

TOP GUNS

It's not all big big guns, you know. To stop the marauding metal hordes of Terminator robots and Digi-Human cyborg experiments, you'll need to use a whole array of fancy weaponry. Get your trigger finger around these...

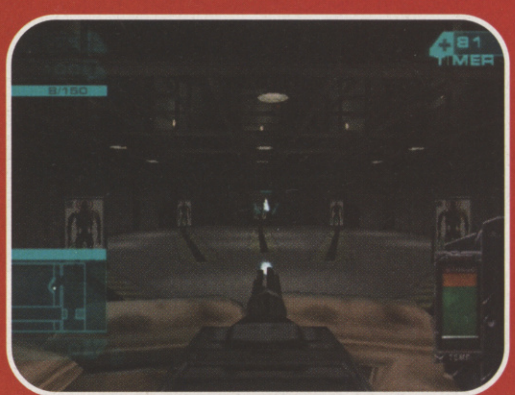


The electro-shock baton is great for hand-to-metal combat



Guns don't kill robots, but people with very big guns do

Grenade! Pull pin then watch the fireworks



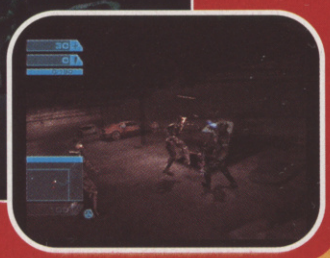
The one and only obligatory cannon mount. It's all part of the rules of action gaming, don't you know?

GARAGE MASSIVE

These early levels of Terminator remind us of the days we used to hang around in our local car park. Only with fewer burnt out cars. In our day we only had to contend with pervo tramps and local hoolies with spray cans. Not so in 2027.

It's the garage massive moving as one. To kick your bo' selecta butt

Don't like the crowds? Kyle Reese uses a big gun to clear his way through the lot of 'em



...And still they come. Time to get down and dirty with a baton

Clogs enjoyed a fashion resurrection in the mid-21st Century

GET SMART

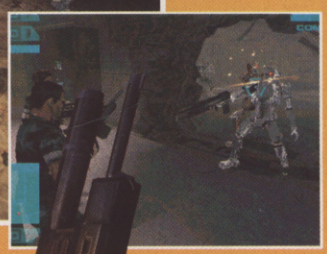
Perhaps 'pretty' isn't the right word, seeing as you wade through standard post-apocalyptic burnt-out car parks, crumbling industrial bunkers and half-flattened hotels. But they're all beautifully detailed. The broken glass underfoot sparkles, the shadows cast by your stun-baton as you shove it in a robot's eye-socket flicker finely and the waves of fire as you unload into a twitching Terminator make like a Renaissance painting. Only with more death. Yes, the graphics are already superb and are set to get better.

Developer Paradigm is also working to improve the robot intelligence. Good. Because this is the part of the game that currently needs most work. The robots currently make Resident Evil zombies look like MENSA candidates but if they smarten up enough, they should make a cold, calculating and fearsome opposition from a dark future. Get ready for the Apocalypse...

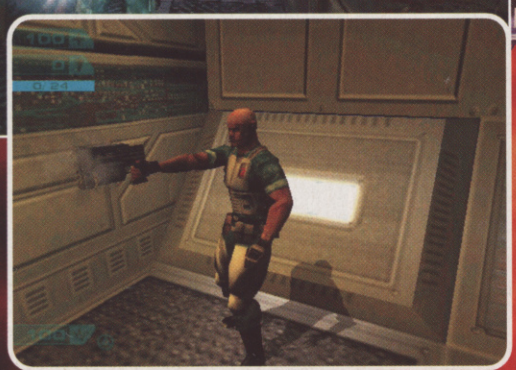
ROBO-ZOMBIES

When the game lands it should have loads of different types of enemies. These will range from the classic Skynet Terminator robots to some totally new to the Terminator background, like the hybrid Digi-Humans. But so far it's just dumb and dumber, the two zombie robots from hell.

Meet Clunk. This guy is not clever. But he's big, and he'll club you to death



Click: marginally faster than Clunk and comes with a big gun



Connor hated kitchen utensils even more than washing machines

It's not just you fighting the robots; you're often helped out by other human rebel fighters

CVG RECKONS

Terminator: Dawn Of Fate is one fast, nasty and grimly futuristic game, an action shooter's that's going to be a serious trigger-finger masher. If they can get the robots to act with a bit more nous, that is. **Mark**

KONAMI

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XBOX

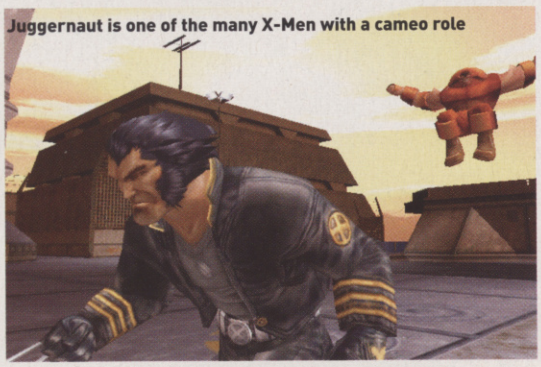
WOLVERINE'S REVENGE

FORMAT: **GAMECUBE/PS2/XBOX** OUT: **APRIL 2003** DEVELOPER: **GENE POOL** PUBLISHER: **ACTIVISION**

Wolverine is not a happy chap. He's discovered that he's been implanted with the Shiva Virus, a disease that has been eating away at him faster than his healing powers can help him to recover, and he's literally got days to live. He realises he has to get to the Department H HQ and the Weapon X factory, which he believes contaminated him with the disease and which also gave him claws laced with Adamantium (an indestructible metal). The game starts here, with you in control of Wolverine as his quest for answers begins.

See, the claws aren't just for slashing

You'll rarely see Wolverine crack a smile, but scowling... now we're talking



Juggernaut is one of the many X-Men with a cameo role

Not due for release for another year yet, the game will, however, be out in time for the debut of the X-Men movie sequel, pencilled in for May 2003. The game is nothing like the story or for that matter like any of the comic books; the developer Gene Pool has created the storyline described above with help from the main players connected to the film and the comics. And Patrick Stewart will be voicing his part of Xavier in the game.

At present there are eight levels planned and all three console versions (GameCube, PS2 and Xbox) are being developed together. The battle system looks as though it will be varied and easy to pick up, with Wolverine able to use his enemies to kill other enemies nearby with 'Strike' moves. It all depends on where they are standing, but Wolverine will use one enemy as a pivot; for example, he'll be able to spin around and kick another before throwing the original guy back to the floor. It sounds extravagant, looks excellent and will be a neat gameplay addition.

Even at this incredibly early stage, the version we saw looked excellent. Wolverine himself is lavishly detailed and looks impressive, mean and thoroughly narked all the time.

Another treat we were shown was the fact that one of his arch enemies, Sabretooth, is stalking Wolverine throughout and the two of you cross paths constantly. Sounds cool? You bet.

The mighty Colossus will often appear on the scene to help out, virtually bursting out of his tight red trousers

There will be lots of cutscenes where Wolverine growls at his enemies

THE FEET HAVE IT

One of Wolverine's special powers will involve a sensor that lets him detect not only objects that can be picked up or manipulated, but also footprints of people who have recently walked by. It will work like a miniature radar as you will be able to tell instantly if there are enemies patrolling around the area you happen to be in.

Wolverine will leave his own footprint trail too

Do not adjust your eyes – the view is meant to be like this

YOU NEED A HAND?

There will be many cameo appearances from the other X-Men and Wolverine will be able to link up with them to perform special attacks at key points during the game. One example sees Wolverine fighting a boss battle against Juggernaut. Just as Wolverine is about to kill him, Colossus comes running in and combines with Wolverine to spectacularly finish the big fella.

One of Woverine's cool throw combos where he takes out loads of enemies

Claws through the chest must smart

CVG RECKONS

One of the most impressive titles Activision has coming up. A good storyline, developers who actually know about Wolverine and his comics, and some excellent graphics all point to a promising future. **Jack M**

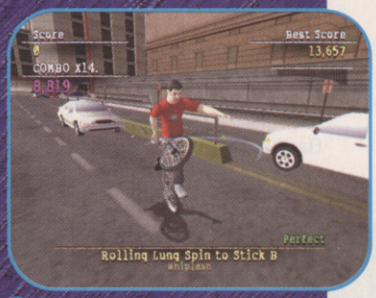
MAT HOFFMAN'S PRO BMX 2

FORMAT: **PS2/GBA** OUT: **AUTUMN** DEVELOPER: **ACTIVISION** PUBLISHER: **ACTIVISION**

Imagine a game that is a cross between Road Trip and BMX Bandits and you'll have the basic idea behind the new Mat Hoffman's BMX title. Rather than having a straight 'finish the level and move onto the next' style, the game now requires you to take part in a road trip across the American Midwest, taking in some of the famous scenery, while showing the world how to BMX.

At each venue you stop at, you'll gain road trip points for completing goals and tasks which in turn will open up new stages and levels. There will be loads of hidden extras and secrets, some of which can be bought with prize money, others you need to earn.

Manuals have been added to beef up combo potential



The PS2 version will have tons of new tricks and animations

BMX-ing by twinkling starlight – it's a beautiful thing...

...Although there's no finer sight than grinding at sunset

For example, on each level there will be a hidden CD that unlocks more music tracks. And that will be just a taster.

Mat 2 has taken the elements that made Tony Hawk's such a classic game and given them its own twist; the result – although not yet finished – looks very good indeed. Manuals have been added so the combo potential will go through the roof, and all the other tricks and skills have been improved. Furthermore, there will be over 100 flatline tricks to get your thumbs aching.

CVG RECKONS

It's looking much, much better than the original already and if it manages to implement all of its ideas, Activision could have another hit on its hands. **Jack M**

There's a new 180° turn on GBA

Link manuals for big scores

SOUL CALIBU

FORMAT: **ARCADE** OUT: **NOW** DEVELOPER: **NAMCO** PUBLISHER: **NAMCO** PLAYERS: **1-2**

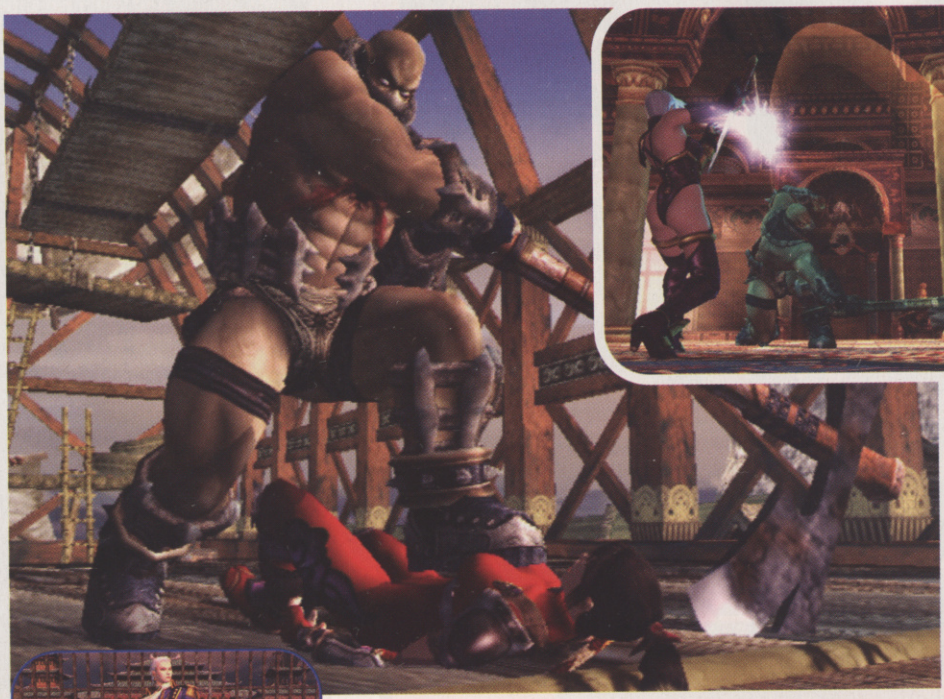
Two of our lads got to play Soul Calibur 2 this month, and had to be dragged kicking and screaming from the machine. Your turn soon.

When it hits arcades this month, Namco hopes SC2 will signify the end to any talk of the demise of fighting games. We played a recent test version that convinced us Namco has nothing to fear. This sequel to the legendary Dreamcast game is the greatest-looking fighter yet and its combat system could prove to be the most versatile too. Here's our hands-on experience.

EN GARDE, MONSIEUR!

Last issue we introduced Soul Calibur newcomers, Cassandra and Talim. This month it's the turn of Raphael from Rouen in France. Raph's weapon of choice is a Rapier Sword, nicknamed Flambe. The 32-year-old depends on speed to 'foil' opponents' tactics, in particular an ability to spring in and out quickly. As you might expect, his techniques are flashy – he often cheekily fights with one arm behind his back.

Raph brings the grand total of characters to 16. That's 13 selectable from the beginning, plus three time-released characters as yet unknown. Namco aims to attract fans of Soul Calibur on



Even powerful blows like this can be deflected

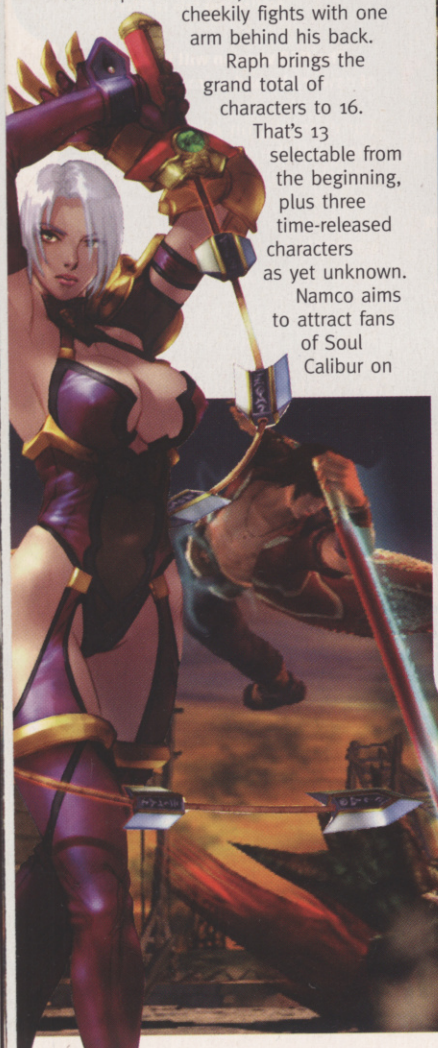
Taki's feeling helpless, but not half as weak as CVG upon seeing the game

Ivy's 2-player outfit is less likely to make you blush while fighting

Button mashers can count on moves that hit many times when they get through

You might laugh, but Astaroth will still cleave you a new crotch with that axe

You can see from the light trail how Raphael delivers each strike with a flourish



Incoming! Kilik strikes one of his crowd-pulling poses. It's a simple throw move, but under the new control system you must work much harder to get through with these

UR 2

Hands up, how many people hate this move of Maxi's

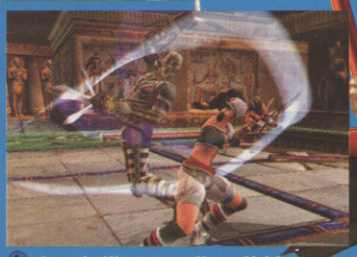
Yung's two-player costume in cool Korean style

THEY'RE BACK!

You get an idea of how much the visuals have improved by admiring these new-look versions of old characters. Voldo is creepier, Maxi is flashier; it's all good. Well, see for yourself!

VOLDO

Voldo returns in more stomach churning detail than before. Shiver



A snakelike torso allows Voldo to sidestep vertical swipes, no problem

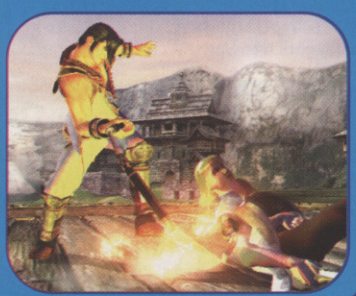
Voldo's such a freak! Yun Sung doesn't know what to make of this!

MAXI

A pair of hot nunchakus takes good care of Ivy's excess body hair

Fighters show emotion through facial expressions. Cassandra obviously hurts

Poor Nightmare doesn't have an easy time of it against fast-moving characters



DC by enhancing SC2 with features that are unusual for a coin-op. In addition to the standard Arcade mode, SC2 features Time Attack, Team Battle, Versus Battle, Survival, Museum and Mission modes.

It's surprising to find Museum and Mission modes here, in particular the former. On Dreamcast the Museum was where various trophies and other bits and pieces were saved to the DC's Visual Memory Unit. Also, Mission mode, again on DC, involved a lengthy one-player campaign.

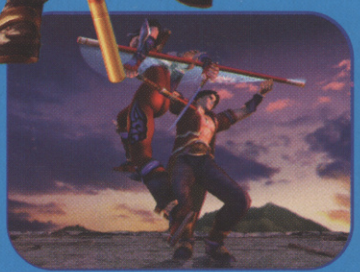
Will it be possible to save your progress on a SC2 coin-op? We don't know for sure because the test version we played didn't have this feature enabled. All modes in addition to the basic Arcade and Time Attack will be time released, so we'll have to wait and see how they turn out.

MOTION BLEND ON TRIAL

Just to remind you, Motion Blend is a new technology built into SC2 that allows fighters to attack while stepping around. It is tough working this into a sound strategy, but it makes sense to circle an opponent then strike out without stopping, therefore signalling an attack. This opens up a wide range of options, so there is more to consider in the defensive game. For this reason the game has been slowed down a little. Even so, your reactions still need to be lightning fast!

KILIK

A well-aimed poke catches Taki off balance



Somehow we get the impression that Taki and Kilik will never be best of friends

Counter moves, as with most fighting games, cause more damage

CVG RECKONS

Thanks to improved animation on characters and the wealth of new moves, Soul Calibur 2 feels much heftier and less frantic. It provides a glorious alternative to the reserved styling of Virtua Fighter 4. **Paul**

namco

All comments based on SC2 TEST Ver 0.77 April/27/2002. Soul Calibur II provided by Namco Europe
For a full list of entertainment and gaming venues visit www.namco.co.uk

REIGN OF FIRE

FORMAT: **PS2** OUT: **OCTOBER** DEVELOPER: **KUJU** PUBLISHER: **BAM!**

Dragons, eh? They lie dormant for thousands of years, becoming the stuff of legend and fantasy, until some bright spark decides to extend the London Underground and unearths an ancient dragon egg. Before you can say "brimstone", the dragons are evolving and multiplying until they threaten to wipe us puny humans off the face of the Earth. Tsk.

REIGN OF PHWOAR

Reign Of Fire is the game based on the forthcoming action movie, and it's shaping up to be one of the classiest movie tie-ins we've seen in a long while. If you play as the humans you get to duke it out with the big lizards in a vehicle-based combat game, fulfilling missions like putting out fires and rescuing the terrified locals.

On the other hand, if you choose to play as a dragon then you have to take on the army and toast as much of the scenery as possible. Either way, it looks like you're going to have an explosive time.

It may look beautiful but try not to let the tanker get near those flames or you'll be toast in no time

DRAGON BALLS!

Reign Of Fire's dragons have been veiled in secrecy until now and CVG is one of the first mags in the world to show you just how awesome the giant flying lizards are shaping up to be. We've seen six different types of fire-breathing beasts in the game so far, ranging from the land-based velociraptor-like Jakyls to the fully frightening majesty of 747-sized beast known only as 'The Bull'. Check 'em out!

It's going to take a bit more than that vehicle-mounted pea-shooter to take this mutha down

The dragons look phenomenal and you get to play as one. Mint!

Bird, plane or hulking great dragon with a really bad temper?

Convoys always wait for your decision at junctions in the road

The burnt-out countryside creates a bleak, desolate feel – we like!

We doubt farmers' insurance covers onslaughts from frenzied dragons

Tanks are powerful but slow, so watch out that high-speed dragon attacks don't catch you unawares

SHINY NEW FIRE ENGINE

Whether you're putting out fires as a human or toasting the goats as a dragon, a game with this amount of flames needs a clever physics engine to ensure that the fire behaves just as it would naturally. We've seen it in motion and the fire effects are perhaps even more stunning than the awesome dragons.

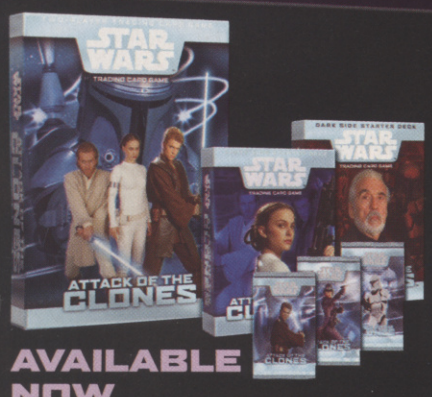
Just make sure you do it before the fire gets out of hand or you're finished

Dragons will try to burn the crops so use your fire wagon to douse the flames

CVG RECKONS

Technically awesome, brilliant to play AND you get to play as a dragon. Unless something goes very wrong before its release in the autumn, this fire-breathing fantasy will surely reign supreme. **Lee**

IT'S FAST
IT'S EPIC
IT'S PERSONAL



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CHRIS EDWARDS: AGGRESSIVE INLINE

FORMAT: **PS2** OUT: **JUNE** DEVELOPER: **Z-AXIS** PUBLISHER: **ACCLAIM**

Our secret beskated mummy character takes care of this request from the photographer. Not a sight you see everyday...

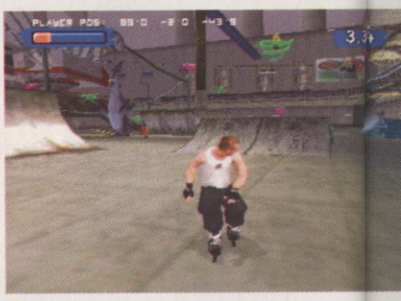
Featuring the coolest aspects of the Tony Hawks games, SSX and Airblade, this one game could justify inline skating to the world.

Some things you can do wearing skates just aren't possible on a board or BMX. Finally, somebody has taken hold of this concept, put it into a videogame and run with it, big time. The result: by far the fastest, and literally off-the-wall skate game we've played. It's speedy, full of cool tricks, and stupid too – in a good way – with its fantastically, acrobatically over-the-top fun. This will take you places Tony Hawk's and Mat Hoffman would dare to try but never reach.

HEAT YO' FEET

Unlike most other THPS-type games, you're not up against the clock in Aggressive Inline. Instead, you're pressed to perform for a thirsty Juice Meter. This is similar to the Boost or Tricky meters in the SSX games, in that the more juice you have, the faster your skater travels, and more daring stunts become possible. Gain juice by performing complex stunt and/or grind combos. Lose it by bailing or simply giving up trying to impress. When your Juice Meter is full, your skates set on fire. Yeehaw!

Go 'fakie' on all the stunts to boost the score. It takes crazy skill, though



The coloured swirls represent power-ups that boost your Juice Meter

CRIMSON SKIES

FORMAT: **XBOX** OUT: **NOVEMBER** DEVELOPER: **MICROSOFT** PUBLISHER: **MICROSOFT**

It nose-dived on PC, but only because most PC players expected another full-on flight sim. Now Crimson Skies is looking for justification with a funkier crowd.

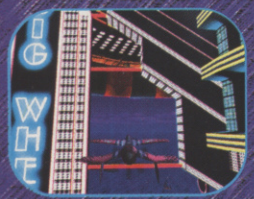
Of all the things you grow up wanting to do, being an ace pilot, looping the loop, and getting the Red Baron or whoever in your sights is one of those dreams. Microsoft has tapped into this with Crimson Skies, a game not unlike Rogue Leader on GameCube, only with all the Star Wars taken out and a bunch of WWII hybrid stuff put in instead. For all that, it's looking good in its own right.

Las Vegas is weak compared to the floating casino here

Use the taser to fry the enemy, giving you the advantage

A BIT OF A HEADACHE

A few neat tricks add to the basic routine. You can collapse bridges or start rock falls to crush enemies in pursuit, features that give the game a movie-like quality. You can also lead enemies through heavy fire, if you're up to it. In movies the bad guys are never as skilled as the hero, right?



Up close you start to appreciate what Xbox does that no other console can

No matter how high you fly, or how low you go, the detail is always there

RATTATTATTATTATA...

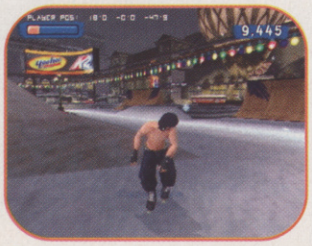
Take the most memorable era in the history of air battles and ramp it up like Tod McFarlane got hold of it. This is basically Tally-Ho x10. All you do is fly around shooting, watching stuff blow up, but the aircraft are funky and the spot effects are pleasing to the eye. It's a dodge and shoot 'em up, presented as best Xbox can, which is sure to be impressive.

CVG RECKONS

Crimson Skies is bound to take off big time if the action is varied enough, and if the set pieces are suitably Hollywood in style. Xbox needs a great shooter. This could be it. Paul

A full Juice Meter ignites your wheels and makes more tricks available

All the characters in the game are based on real-life skaters



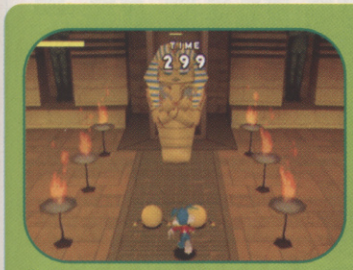
You'll have a wild time exploring all the levels: they're full of secrets

PRESS IT, SEE WHAT HAPPENS

Another helpful feature is the 'action' button. Its most basic function is to chat with onlookers, who'll give tasks to perform for points. While skating, the button helps you vault over walls and other obstacles. It also enables you to swing around horizontal and vertical poles, and skitch. It definitely makes the game more dynamic.

CVG RECKONS

Aggressive Inline is shaping up to be a great game, whatever your preferred field. It's so brash and clever that you may grow to love it, even if you're not a fan of extreme sports. Paul



Buster takes on this Sarcophagus alone. Each Toon has its own attack

Blue arrows represent 'action zones'. Here, jump to avoid the water

TINY TOONS: DEFENDERS OF THE UNIVERSE

FORMAT: **PS2** OUT: **JUNE** DEVELOPER: **TREASURE** PUBLISHER: **SWING!**

When the creators of some the world's most inventive games such as PS2's Freak Out start working with the Tiny Toons universe, you *know* we're in for a ball.

What Tiny Toons do best is make lots of noise and get really violent, while parodying world-famous movies and TV shows. And that's exactly what you get in Tiny Toons Universe: a four-player whack-a-thon, in which the Toons pick up and throw just about everything at Montana Max's henchmen.

The control method is clever and unique, as we've learned to expect from Treasure. One action button triggers attacks or cool ways of negotiating scenes, most of which will remind you of some film or other. All in the name of zany good fun.

UFC: THROWDOWN

FORMAT: **PS2**
OUT: **JUNE**
DEVELOPER: **CRAVE ENTERTAINMENT**
PUBLISHER: **UBI SOFT**

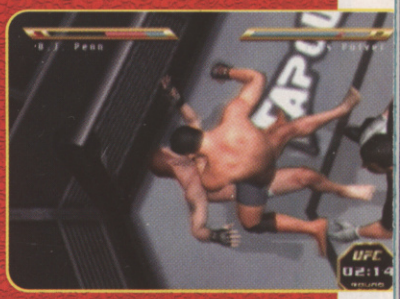
Bury your elbow into your opponent's neck and squeeze

Chuck Liddell fires out one of his punishing long-range kicks

The Mixed Martial Arts world of UFC is all about understanding and expertly utilising the specific strengths of your fighter, whether you're a burly wrestler, a submission expert or a striking king.

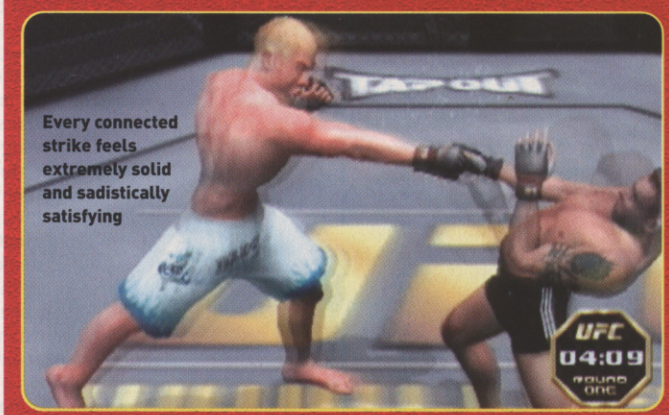
Each fighter possesses his own specific talents, borne from his unique combination of martial arts skills, special moves, and physical capabilities. And considering anything goes in UFC – except biting – this makes Fight Club look like a girl's pillow-fight.

Only a few fighters, the UFC mode and Exhibition mode were available in the latest version of Throwdown, but the fighting action feels every bit as fluid and brutal as Tapout on Xbox. Furthermore, the character models look just as brilliantly detailed and well animated. Gameplay-wise, Throwdown is essentially identical to the Xbox title. However, with the Training and Career modes, the PS2 version is set to be a longer-lasting and deeper experience.



Break your enemy's guard with an onslaught of fierce punches

Tito rushes in to pull off one of his patented slam takedowns



CVG RECKONS

Bucket-loads of tactical cranium-crunching action and bundles of muscle-packed fighters from every discipline, wrapped up in a cracking set of visuals. Mike

BATTLE ENGINE AQUILA

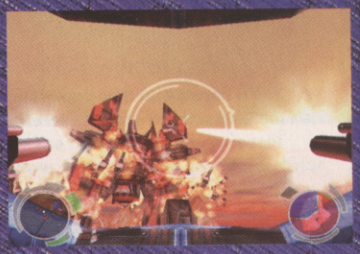
FORMAT: **PS2/XBOX** OUT: **SEPTEMBER** DEVELOPER: **LOST TOYS** PUBLISHER: **INFOGRAMES**

You can see huge distances, which helps you plan your strategy to protect the landing forces

Anything you can do, Battle Engine Aquila can do better. That was how the song was originally penned, according to some sources.

You're the pilot of a one-off prototype war machine! The most powerful and versatile weapon on the battlefield! You can't lose! Just remember to a) join the fight, and b) press the fire buttons.

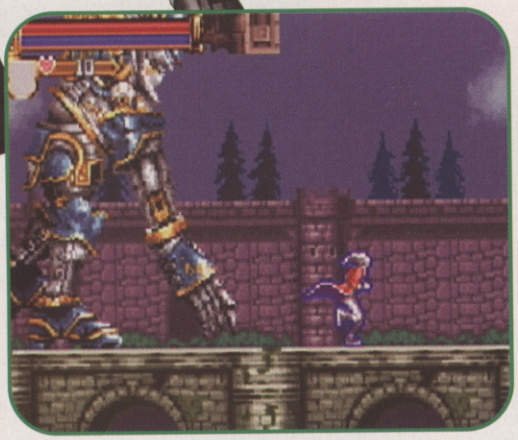
Well that would be a fine philosophy to adopt in your Battle Engine, a souped-up tank/jet fighter combo, and the only one of its kind. Except that, in addition to launching all you have at enemy forces, you



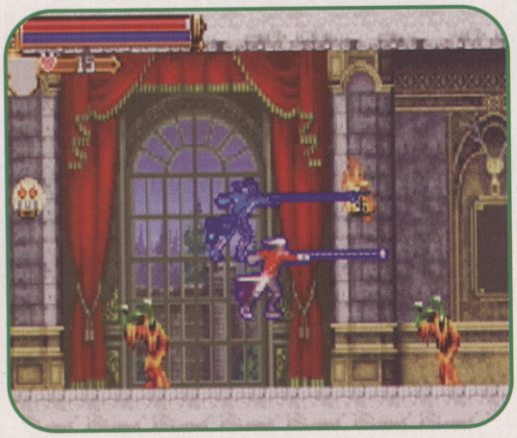
Lasers pumping on either side of your HUD look spectacular and sound wicked

CASTLEVANIA: HARMONY OF DISSONANCE

FORMAT: **GBA** OUT: **TBC** DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**



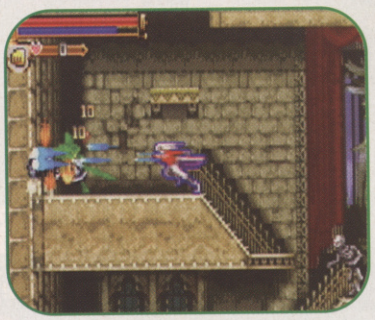
The mammoth Castlevania adventure kicks off with you being chased by a hellish giant monstrosity. Cool



The environments are significantly brighter and more colourful than the original Castlevania on GBA

We loved the first Castlevania on GBA. However, negotiating the complicated menu and magic systems and getting through the entire adventure were tasks tougher than chewing through one of grandma's leathery gammon steaks. And, considering that you could only see what was going on when sat directly beneath a perfect source of light, there was definitely room for improvement.

Luckily for us, Konami has taken these widespread criticisms on board and come up with a sequel that's far more accessible and manageable from the start. In addition, the sprites are now twice the size and the environments are a lot brighter and more colourful too, so you don't need Jedi powers to know what's happening on screen.



One new secondary attack is a Fist Of The North Star-style rapid punch flurry

SPELL IT OUT

The complex DSS card system from the previous game has been scrapped and replaced with a far simpler magic and skills systems. Now you just go into Spell Book or Relics option screens and activate or deactivate the spells or skill-giving relics you've picked up on your travels. Furthermore, there are loads of new skills and attacks to learn, beasties to whip to death, and creepy challenges to overcome.

CVG RECKONS

Although the basic structure of the adventure is very similar to the last game, all the new features and tweaks are set to make this better-looking follow-up everything that the original Castlevania on GBA could have been. Mike

This 'boss' machine stomps about the molten earth, unleashing unholy death!

must take care of your own army. Suddenly it isn't so easy. A whole lot more interesting though.

HERE I COME TO SAVE THE DAY!

It's the future, a time when amazing wars take place all the time. Just like now, only with better special effects. Every scrap of land is imagined to be quite scarce, so each fight is like the D-Day landings for you.

It's tough. Crucially, your side has the one and only Battle Engine in its favour, codename Aquila. This one-man

Battles rage in many types of extreme conditions, from snow to desert

Like it says, fellas. If we were you, we'd run like hell. Unless you fancy going home in a plastic bag

The map at the bottom right of the screen shows how much progress you're making to turn the battle in your favour

machine can fight in the air as well as on ground – it is both sentinel and saviour. As the war rages on, the Battle Engine's role is to enable your fellow troops to forge ahead undaunted. Performance is judged on the number of enemies killed, but also on lives saved on your side.

Though strategy factors into the game, this is mainly a shoot 'em up. You have the small fries, the slightly bigger guys, and then the 'bosses' to take care of. In some ways Battle Engine could be a free-roaming Star Fox, especially on account of the bosses.

What we most like is that performance is graded. Consequently, you are awarded various routes through the game depending on your skill, giving you something to work for.

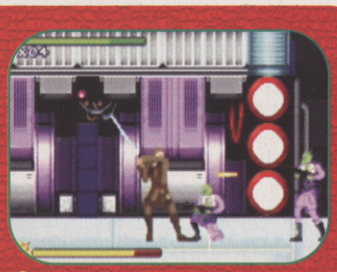
CVG RECKONS

It's good that you consider what's happening elsewhere on the battlefield while blasting away. Our only reservation is how this affects the pace of the game. Paul

Episode II on GBA isn't as bad as some of the other Star Wars games of late, but it's still not a patch on the SNES Wars adventures.

You run from left to right, fighting the bad guys and droids that appear on screen with your lightsaber. Save for a few driving levels, that's pretty much it.

It's currently far too difficult and with a release date just a few weeks away, we doubt it'll be fixed in time.



Hold the A-button and press directions to swing the 'saber

STAR WARS EPISODE II: ATTACK OF THE CLONES

FORMAT: **GBA** OUT: **JUNE 21**
DEVELOPER: **DAVID A PALMER PRODUCTIONS** PUBLISHER: **THQ**

Dodgy driving and flying sections will turn you to the Dark Side very quickly

All the levels play exactly the same as each other. Great

* * * * * * * * *
DON'T BE
SO SAD.
* * * * * * *
TRY AGAIN, BUT
THIS TIME
THINK ABOUT IT
A BIT MORE.

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BLADE II

FORMAT: **GAMECUBE, PS2, XBOX** OUT: **AUTUMN** DEVELOPER: **MUCKY FOOT** PUBLISHER: **ACTIVISION**

It seems the movie industry is waking up to the fact that videogames are just as important a part of a film's publicity campaign as the token men's mag photoshoot of the flick's hottest female star. Take the upcoming third-person perspective, action-adventure game from Activision, Blade II. Not content to whip out a sub-standard money-spinner, the developer has worked with the writer of the two films to come up with something more akin to a Special Edition DVD than a run-of the mill movie tie-in.

ON A KNIFE-EDGE

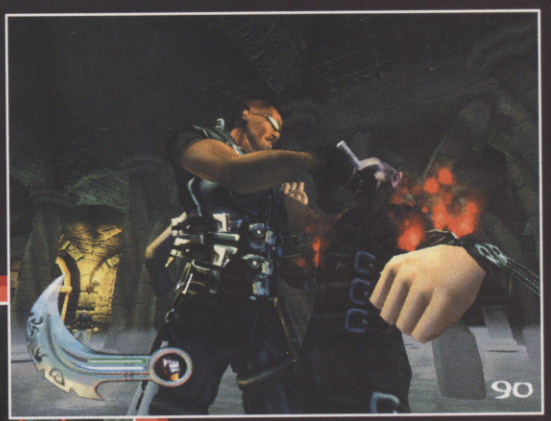
Anyone who has seen Blade II at the flicks will be aware that it doesn't shirk on the blood and gore stakes. But even Hollywood has its limits and the game will likely feature stuff that never made the final cut of the movie, notably some new and extremely nasty weapons, and particularly painful looking death animations. Like we

All kinds of guns, knives and swords that didn't make it into the film are included in the game, you lucky devils

If you're ever unsure about who is a vampire and who is not, the dribbling blood stains around the mouth are usually a dead give-away. Trust us

One blast from this gun is all it takes to reduce enemies to a bloody mess

Once Blade has slain enough Reapers, his Blood Rage meter fills and he can mutilate multiple enemies instantly



If you're lucky enough to corner just one vampire, you can get some awesome kills such as this

All that remained ten seconds after this screenshot was taken was a pile of heads and a mini river of blood. Nice

STAKE YOUR LIFE ON IT

Another element not to go unmentioned are the numerous 'stake' animations that occur when you impale a helpless vampire on whatever instrument you have in your hands at the time. There will be a whole host of these death animations, each dependent on the weapon used, and they all involve lots of blood, bodies writhing about in immense pain and some pretty nasty-sounding screams. And yes, it'll make you laugh too.

A, B, AB, O, RHESUS...

Blood is on the tip of everybody's tongues in the world of Blade, and the thing that will stick in your head after seeing the game will be the wanton gore.

Every character explodes in a cascade of claret as you unload a shotgun into them. But it's with the knives and swords you find around the place that you'll be able to do some real damage – various bits of body can be sliced off as easily as cutting through butter with a freshly sharpened knife.

The power of the shotgun leaves a splattering of blood all over the walls behind the victim

There's no doubting that this game certainly looks the business

said, this is best thought of as a Special Edition DVD full of all the stuff you couldn't see at the cinema.

The game will run along the same lines as its PSone predecessor, as well as treading loosely along a similar path as the movie: a new, mutated breed of vampire called the Reapers are in town, and not only do they like sucking the blood of humans, but they like a bit of vampire AB as well. They've also started harvesting souls as plain old blood is no longer giving them the high that they need. It's up to Blade and the vampires he was fighting in the first place to team up and get rid of the Reapers.

The early version of the game we saw had almost all of the emphasis on fighting and the many suitably blood-laden ways in which you can dispose of enemies. Controlling Blade will be through the second analog stick, which controls the directions of his attacks. So you'll be able to battle multiple enemies in one go, flicking the stick to throw kicks and punches.

The animation on Blade himself reacted to the position of the enemies well, with different kicks flying into the faces of the Reapers. We were assured that even now the programmers have got 30 enemies on screen at once with no bother, so sharpen your knives...

CVG RECKONS

Blade II is due for release around the same time as the movie on DVD, so they should make the perfect vampire-slaying double-bill. Watch the film, then slash up some vampires yourself in the game. A good day's work! Jack M

CAPCOM VS SNK PRO

FORMAT: **PSONE** OUT: **JULY 15**
DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM**

When the two greatest old-skool grand masters of 2D beat 'em ups collide, the Earth shakes, the laws of physics evaporate and a furious tournament of martial arts madness is borne.

Essentially the same game as Capcom Vs SNK on DC, this PSone conversion is treated to all the same play modes and boasts the same awesome line-up of characters from both fighting camps. The sprite models and animations are virtually identical to those in the DC version and the fighting feels equally as snappy. And although the backgrounds and fighting arenas aren't quite as slick and sharp as its DC counterpart's, the quality of the in-game action definitely makes this worth looking out for if you missed the original.

He might wear pink, but Dan's still one tough hombre

Gouki barbecues Ryu's eyebrows with his fiery fury

Luckily the special moves look just as dramatic in this new PSone version as in the old Dreamcast version

Ken gets on the wrong end of an atomic knuckle sandwich. Careless

FORMAT: **PS2** OUT: **SEPTEMBER** DEVELOPER: **TECMO** PUBLISHER: **WANADOO**

PROJECT ZERO

This Survival Horror thing has been done to... well, beyond death. But this time the haunted house gag has been revived to chilling effect.

After Code Veronica, CVG got to like the idea of action taking precedence over suspense in survival horror. Then we returned to the old house in Res Evil on Cube and the suspense nearly stopped our hearts.

This return to roots has made it easier for us to get along with Project Zero. Based in and around a haunted mansion, the hero is a girl with a camera, not some superhero SWAT guy and his magnum. But taking photos, as opposed to using balls-out firepower, is a departure worth the weirdness.

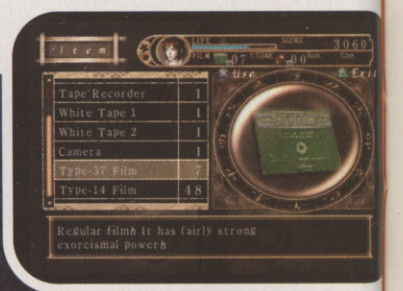
Don't look now... oh

DON'T GO THERE

You play Miku, kid sister of journalist Mafuyu Hinasaki, who went missing while on the trail of a renowned novelist. The disappearances are linked to the shady Himuro Mansion. It's packed with phantoms of one messed-up family and would steal Miku away too, except that: Miku's family is psychic and possesses a camera with the power to absorb souls.

You get to play the prologue, where brother Mafuyu gets spooked

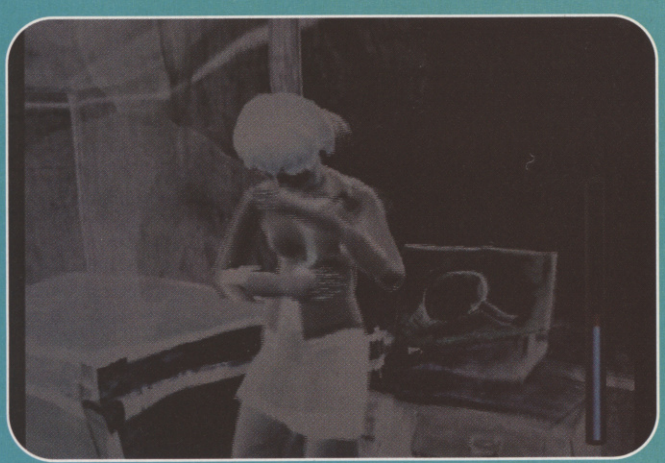
Well alright everybody, get ready to let the good times roll...



Using Type-37 film is the photographic equivalent of a shotgun

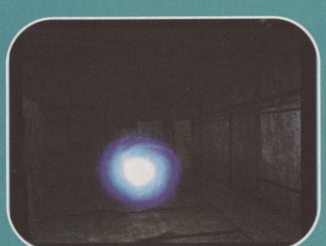
LEFT A BIT, RIGHT A BIT

The press of a button switches your viewpoint to through the camera. Damage inflicted on ghosts depends on how centrally and steadily they're framed when the shot is taken. Sure, it takes a bit of practice and a few snaps to defeat them, but once they're down, the camera absorbs their energy. This energy is then used to upgrade the camera's powers!



When ghosts get hold of you, it looks and sounds horrible

Hold up a minute, you've got mould or something on your face



Ghosts are reduced to blue plasma, to enhance camera power

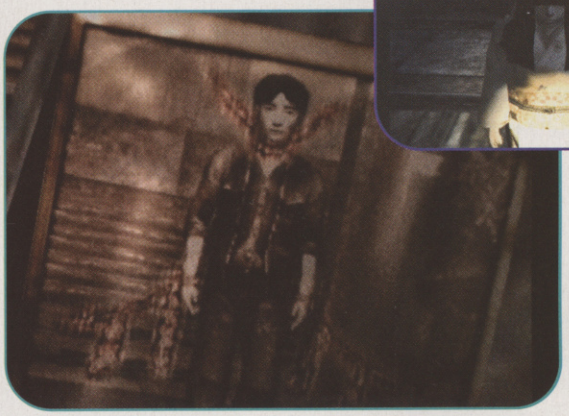
DEAD SNAPPER

Miku stalks the shadowy halls of Himuro Mansion, ESP alerting her to danger, camera at the ready to 'capture' ghouls. It may seem a bit on the ridiculous side, but you'll have goose bumps before you can say "cheese", we swear it.

The action mostly pans out in time-honoured Survival Horror tradition, all creaky floorboards and puzzles solved in the context of an ongoing items exchange. Lots of to and fro – you know it well. Then Miku is set upon by a ghost and it's a whole new deal.

LIGHTS, CAMERA... OKAY, NO LIGHTS

A lasting impression of Project Zero is that it's dark, so dark. With only a flashlight to cut through the ambient light of Himuro mansion and constant eerie sounds to rival the white noise in Silent Hill, you'll wind up clutching your controller so hard it could break. Get over the fact that there are no guns; this is pulse-racing survival horror, no doubt about it.

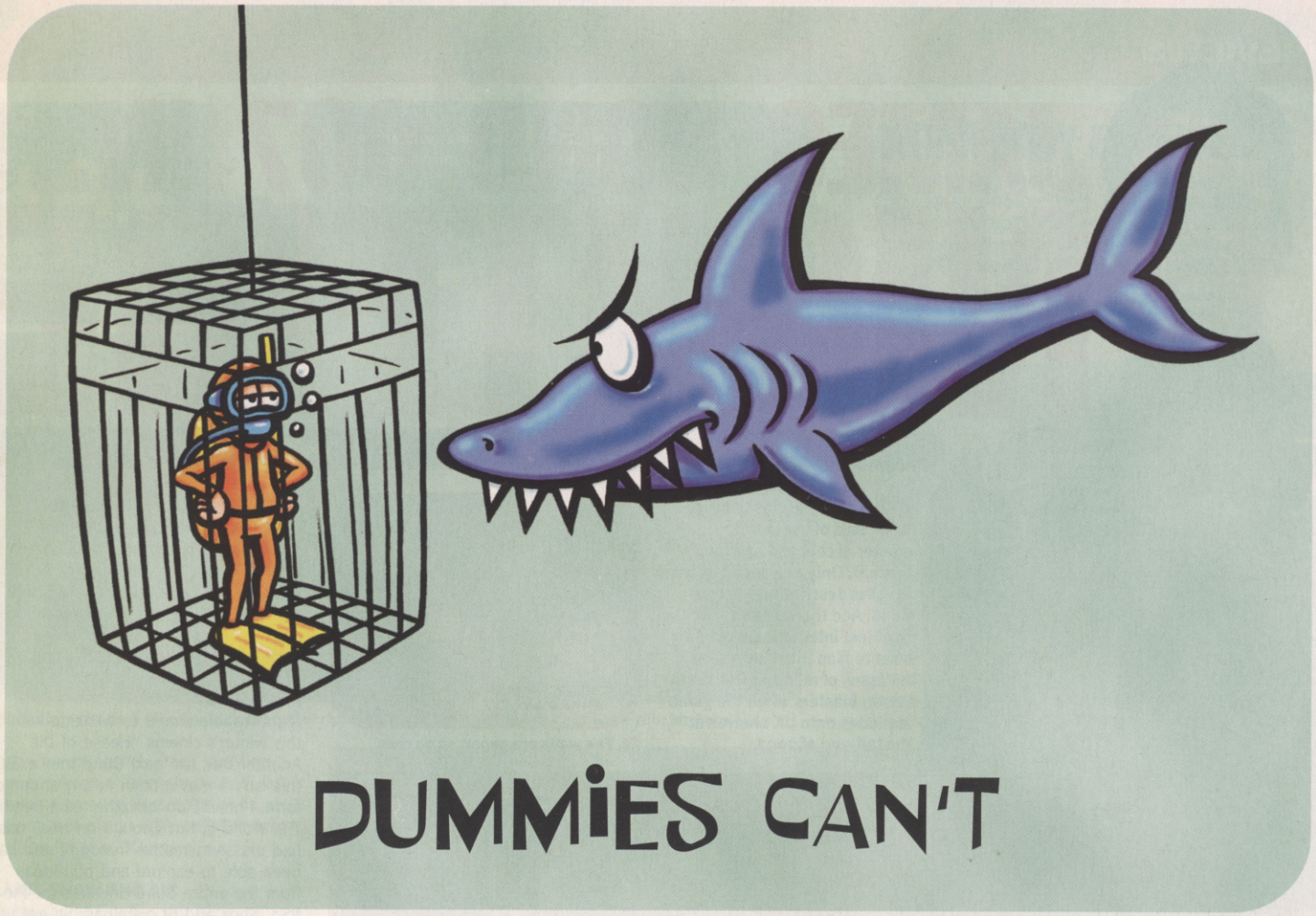


Not all ghosts are out to kill Miku. This one wants to help, shiver

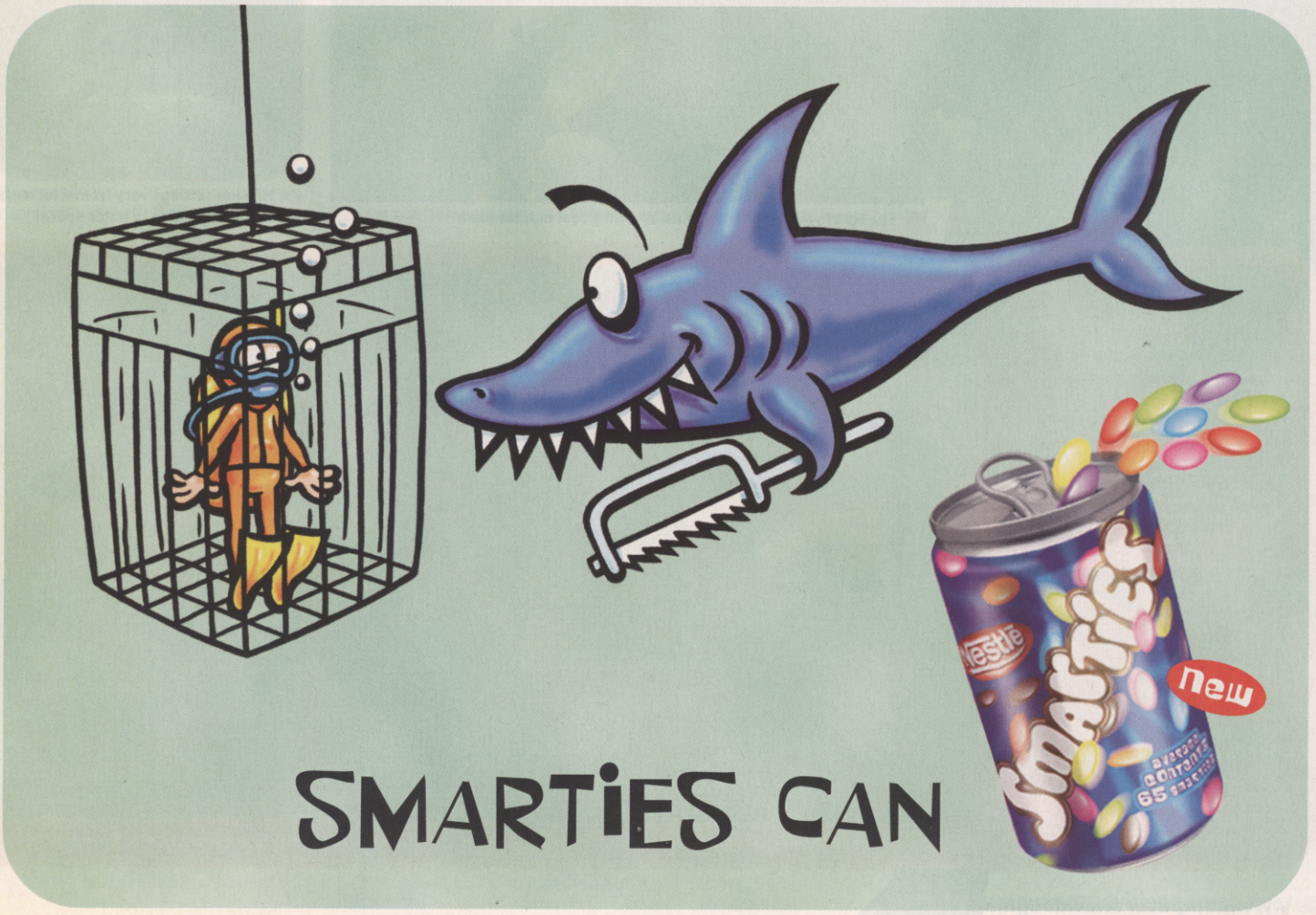
Not really the kind of photo you carry around to make you smile

CVG RECKONS

If you enjoy the sensation of your heart pounding in your mouth, Project Zero will do it for you in spades. This is one of those games where 'weird' and 'different' can definitely be translated as 'good'. **Paul**



DUMMIES CAN'T



SMARTIES CAN

JAMES BOND 007 IN... NIGHTFIRE

FORMAT: **PS2/GC/XBOX/PC** OUT: **DECEMBER** DEVELOPER: **EUROCOM/GEARBOX** PUBLISHER: **EA**

King of the close shave, lord of the ladies, master of cool and one tough bastard. Only one secret agent fits that description – James Bond. And the world's deadliest international playboy is set to slap timed mines on the asses of all other PS2 first-person blasters when the game explodes onto UK shelves at the tail-end of 2002.

The walls are paper, so go easy

The tip of your automatic lights up with a cool muzzle flash

The time has finally come to lay GoldenEye to rest, because NightFire is promising to bring you the ultimate killer 007 package. More girls, weapons, gadgets, vehicles and pure unadulterated action than ever before, wrapped up in a set of the sexiest visuals ever seen in a Bond game.

PLANET 007

NightFire is planned to coincide with this winter's cinema release of Die Another Day, the next Bond movie. But this isn't a movie tie-in in any shape or form. Phew! Eurocom (the team behind The World Is Not Enough on N64) has had massive creative freedom, and has been able to explore and pull ideas from the entire Bond universe for the PS2, Xbox and GC versions. So get

Mission settings vary from a fortress in the Austrian Alps to outer space!

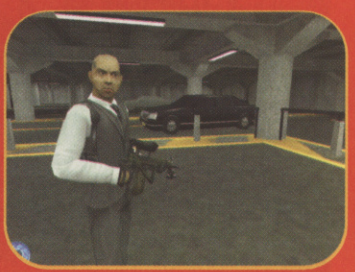
BOND ON PC

Although the PC title is being developed by a different company, Gearbox, both games are shaping up to be very similar in terms of gameplay and visuals. The one obvious difference being the PC version tailors its multiplayer elements to fit in with online gamers. There will be King Of The Hill, Elimination, Capture The Briefcase modes, and more.

Also, players can customise their skins and weapons, and there will be loads of room for tweaking your options so the multiplayer experience constantly feels fresh. However, the standard single-player game still remains the focus. These awesome new screens show off how brilliant it's looking on PC.

Two angry hombres pepper you with machine gun fire

"Pizza for a Mr Bond!" 007's taste for pepperoni gets the better of him



Enemies are well detailed, especially the expressions. Cheer up, mate

Use the laser sight up close and personal, and the scope from a safe sniping spot

Bullets ricochet off a boulder as you let rip. We'd aim a little to the left if we were you, Mr Bond

OUTER-BODY EXPERIENCE

Stare through the sight of your sniper rifle and cap an enemy from 300m, then step outside yourself and tackle an entirely new challenge. There are certain set pieces dotted throughout NightFire that shift into a third-person view and require you to employ an entirely fresh set of skills. But you're James Bond, damn it! No problem.

When you do stuff like shimmying along this narrow ledge, the camera switches to third-person

ready for an entirely fresh storyline, some awesome new gameplay ideas, stunning locations, and the kinds of original set pieces that we've all been waiting for in a 007 game.

LAND, SNOW AND AIR

Agent Under Fire has not been forgotten. Eurocom has borrowed and built upon some of its predecessor's finest elements. For starters there will be more driving-specific levels, and you'll even be able to cane around in Bond's brand-new Aston Martin Vanquish, with all optional extras included: turbo booster, tyre spikes, sidewinder missiles, EMP gadgets and other upgradeable features. And if that weren't cool enough, there are other vehicle sequences planned, involving a snowmobile and you weaving through a canyon in a light plane. Get in!

You can tackle situations in different ways. Be subtle, or run in guns blazing

NICE SPECS, MR BOND

Vic and Bob. Bill and Ben. Jordan and her enormous love jugs. One without the other is good to no one. And the same goes for Commander Bond's relationship with his gadgets. So lucky for us, more emphasis than ever has been placed on the use and development of 007's handy gizmos.

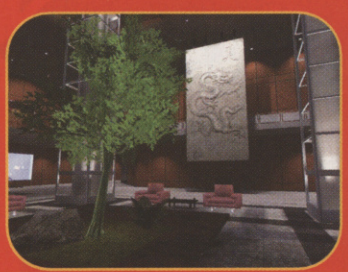
One of the coolest new elements of NightFire is the fact you can upgrade and increase the power and usefulness of your kit. There's an upgrade for the watch laser, making it more powerful. Or there's the grappling hook upgrade which lets you reach new areas.

And if you want a list of some of the other stuff you get to muck about with, here it is: upgradeable X-ray specs, a remote-controlled suitcase mini-gun, magnetic climbing grapples, laser rifles, basic handguns, a jet pack

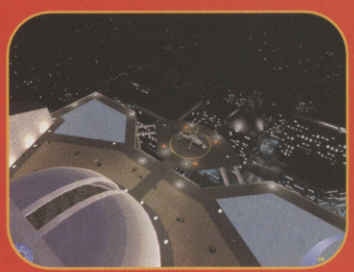
Zoom in and wait for the right moment to squeeze the trigger

When stealth is needed, make sure not to get caught in the searchlights

Must be a bad guy – note the well-trimmed goatee and thick eyebrows



One of your missions takes place in this plush skyscraper in Tokyo



There's a helicopter on top of the Tokyo skyscraper. Can you shoot it?

to be used in zero G environments, and shoulder-launched guided missiles. Excited yet? We sure as damn are.

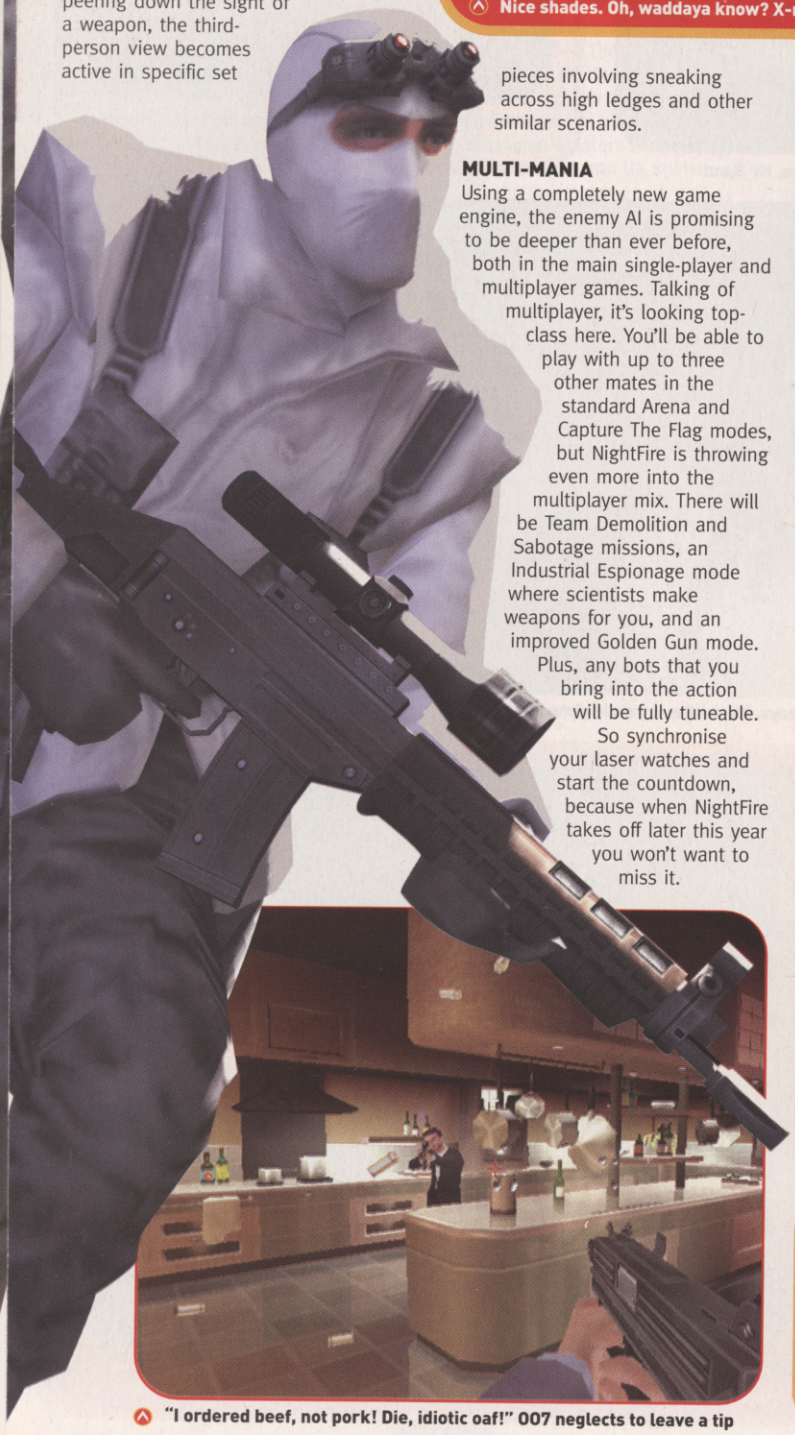
FREE TO ROAM

Gameplay-wise, Eurocom is aiming to let you explore and complete missions in many different ways, following criticism that AUF was too on-rails. This means that you'll be able to roam around a hell of a lot more, giving each level a much greater sense of depth, and increased replayability for the game as a whole. The stages and missions are shaping up to be a lot bigger than before too.

Other additions to this mouth-watering follow-up include a new third-person device that kicks in at certain dramatic points of play. Although the majority of the action is spent peering down the sight of a weapon, the third-person view becomes active in specific set pieces involving sneaking across high ledges and other similar scenarios.

MULTI-MANIA

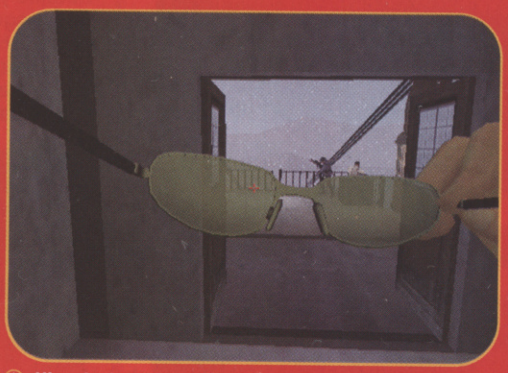
Using a completely new game engine, the enemy AI is promising to be deeper than ever before, both in the main single-player and multiplayer games. Talking of multiplayer, it's looking top-class here. You'll be able to play with up to three other mates in the standard Arena and Capture The Flag modes, but NightFire is throwing even more into the multiplayer mix. There will be Team Demolition and Sabotage missions, an Industrial Espionage mode where scientists make weapons for you, and an improved Golden Gun mode. Plus, any bots that you bring into the action will be fully tuneable. So synchronise your laser watches and start the countdown, because when NightFire takes off later this year you won't want to miss it.



"I ordered beef, not pork! Die, idiotic oaf!" 007 neglects to leave a tip

"GROW UP, 007"

Q never lets you down. In this latest Bond adventure you are given all manner of super-cool toys, including special X-ray specs and Bond's classic multi-functional wristwatch. Plus most of your high-tech gadgets can be upgraded as you progress through the game.



Nice shades. Oh, waddaya know? X-ray vision

Zz-zap! Bond floors an enemy with a bolt of electricity

The trusty old sniper scope. No FPS worth its salt is complete without one

PS2 VS XBOX VS CUBE VS PC

So what's the difference between the different versions? Apart from the fact that the console games are being made by UK-based Eurocom, while the PC's is from Gearbox (Half-Life: Opposing Force), EA promises that "each of the platforms will offer unique features catering to that platform's audience."

And that means..? Well, says EA: "For example, the console versions will feature exclusive driving levels – developed by the award winning team behind the Need For Speed racing games – that feature an array of 007-inspired exotic vehicles.

The PC game will offer exclusive single player levels for extended excitement and robust multi-player support."

So now you know.

CVG RECKONS

NightFire's stunning visuals, dazzling action, funky upgradeable gadgets, new features, original set pieces and promising multiplayer options are making it a strong contender for best 007 game yet. Mike

Enclave is a game that can in places get a bit too beautiful for a sane mind to cope with

Good tackles bad

It's gritty adventuring

ENCLAVE

FORMAT: **XBOX** OUT: **JULY** DEVELOPER: **STARBREEZE STUDIOS** PUBLISHER: **SWING!**

Some games let you fight for justice and light. Others give you the chance to work on the side of darkness and evil. In Enclave you can choose to do either, and play as one of sixteen different types of hero to boot.

The game is like two different games in one, linked by an epic story of war and vengeance. Regardless of whether you choose to be a badass evil overlord or an angelic peace-keeping hero, this Xbox explosion of medieval action is amazing.

Use your fire spells to take down the Orc apprentice. Zap!

Forget the weapons – just show the Destructor your pert buns to disable him

DRAMA AND DEATH!

You can choose a different hero at the start of missions and equip them, role-player-style. Making sure you pick the right type of character with the appropriate skills for the slaughter ahead should prove great fun.

The game is bursting with beautiful gameplay touches and dramatic set-pieces, like the level where you must escape from a castle that's literally crumbling around you. Its brooding charm may help make it one of Xbox's best action games yet.

CVG RECKONS

Enclave proves itself a sweet surprise. It's one of the best looking games on Xbox and with loads of characters and epic levels it should play terrifically too. The best 'box game of the Summer? Maybe. **Lee**

THE LEGEND OF ALON D'AR

FORMAT: **PS2** OUT: **JULY** DEVELOPER: **STORMFRONT STUDIOS** PUBLISHER: **UBI SOFT**

If you're the type who likes to go large with your fast food and buy extra baggy skate gear, then super-fat Alon D'ar could sate your elephantine appetite.

This role-player is absolutely huge, with an epic sprawling story, multiple sub-quests, loads of pointy-hat-wearing characters to interact with and enough weapons and spells to stock a Wembley-sized warehouse.

Access the inventory during fights to select your attack or item

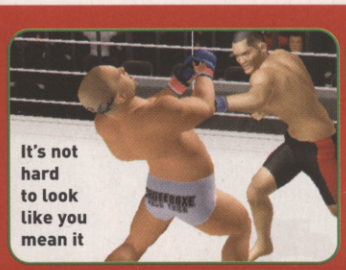
Your hero Jarik must recruit other heroes on his travels

The combat system is an unusual mixture of real-time and turn-based that could help give the game more appeal to non-role-player fans. The game starts unspectacularly though, so here's hoping there's enough quality to match the quantity.

RESPECT.
YOU'RE JUST THE TYPE OF PERSON WHO'D ENJOY DRINKING FRUIT SHOOT.
NEW THINKING NEW DRINKING
www.fruitshoot.com

PRIDE FC

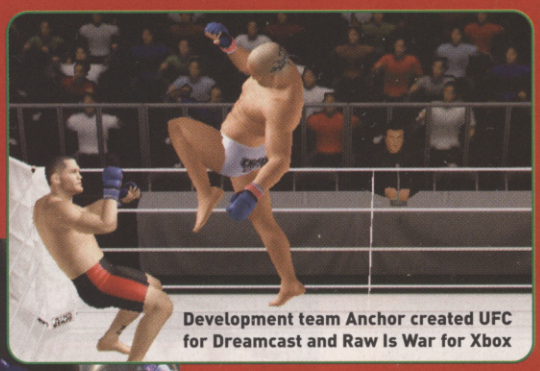
FORMAT: **PS2** OUT: **AUTUMN** DEVELOPER: **ANCHOR** PUBLISHER: **THQ**

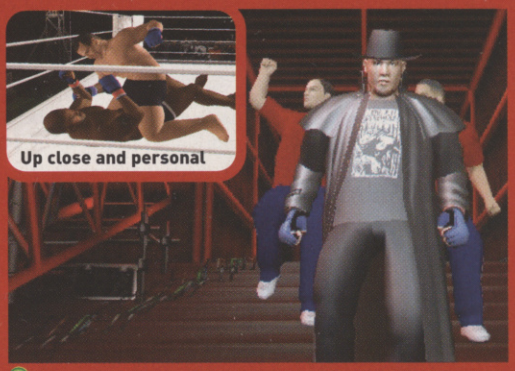

It's not hard to look like you mean it

Imagine if Tekken or Virtua Fighter were real. Well, you don't have to, okay, because it already exists as Pride FC, and it doth rock, verily.

Fans of Virtua Fighter 4 or Tekken 4 will be familiar with tough guys Vanessa and Marduk, respectively. Both of them practise ValeTudo, which translates as "everything accepted". In other words, this is true no-holds-barred fighting and Pride FC is the largest governing body in ValeTudo worldwide.

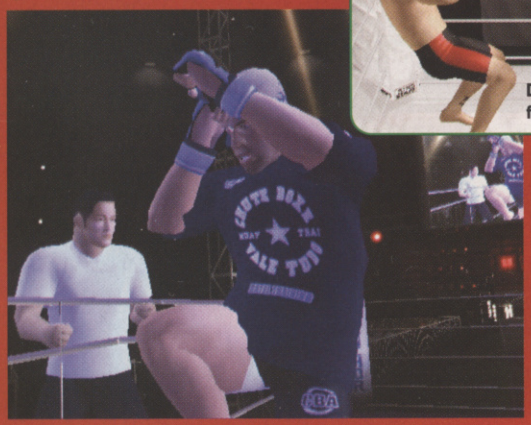
Now, one of the most talented fighting game teams, Anchor, is recreating all that Pride FC has to offer for PlayStation 2.


Development team Anchor created UFC for Dreamcast and Raw Is War for Xbox


Up close and personal

The game features 25 fighters from the Pride FC circuit

That'a a whole lotta thigh



EVERYTHING ACCEPTED

Whether you choose Wrestling, Kick Boxing, Karate or Judo, every tussle is a fight to the finish. Knock a guy to the deck and the fight continues there, and the extent of moves that are possible while on the ground is unprecedented. If you're a fan of the counterattacks and reversals in Tekken and VF, you'll be in your element.

CVG RECKONS

A game created by the Dreamcast UFC team, from the ground up for PS2, is worth waiting for. CVG is watching Pride FC's every move. **Paul**

QUANTUM REDSHIFT

FORMAT: **XBOX** OUT: **NOVEMBER** DEVELOPER: **CURLY MONSTERS** PUBLISHER: **MICROSOFT**

One word: Wipeout. Now we're through with stating the obvious, let's hope there's enough about Quantum Redshift to take it beyond reproach.

Yes, Xbox will have its answer to Wipeout this Xmas, and Microsoft isn't shy of the connection. In fact, part of the creative team behind the original PSone Wipeout is working on Quantum Redshift. But to take this genre to the next level, Curly Monsters has lavished more attention on the characters and what 'drives' them, something that will soon lead to a series of comics created by DC. That, and white-knuckle racing.

CRANIUM-CRUSHING SPEEDS

Think future racing and you picture incredible speed. True to form, Quantum Redshift challenges players with speeds in excess of 900mph! Perfect your driving in the early classes of race to access increasingly more punishing circuits raced at impossible speeds, the ultimate level of which is called Quantum Redshift.

Phatoom! Bzzyanng! Insert your own wicked sound effect here

OVER 160 WEAPONS, BY GUM

To really get things cooking you'll have over a whopping 160 weapons to play with. Shared between 16 vehicles, this may not seem many, but it's seven or eight times the number in Wipeout Fusion. You'll have the standard gear such as mines, but there's also crazy stuff like nuclear explosions. Going to be noisy, man.

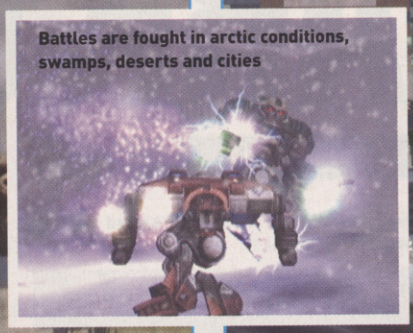
A nuclear explosion. How's that for a weapon in a race game!

Rich detail, rather than flimsy-looking models, makes the game feel nice and sturdy

CVG RECKONS

If there's a game to prove the true muscle of Xbox, then surely Quantum Redshift is it. Experiences just don't get much more intense in terms of artwork overload, rendered at 'beyond' speed. **Paul**

Sometimes you forget that these things are so goddam huge!

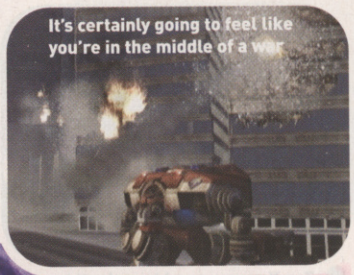


Battles are fought in arctic conditions, swamps, deserts and cities

Bring buildings down to create obstacles or help crush enemy BattleMechs

MECH ASSAULT

FORMAT: **XBOX** OUT: **NOVEMBER** DEVELOPER: **DAY 1 STUDIOS** PUBLISHER: **MICROSOFT**



It's certainly going to feel like you're in the middle of a war

You're looking at the first network action game for Xbox, promising the ultimate in mass destruction for as many as 16 players online.

Until now, the excitement of BattleTech has been confined mostly to strategic games on PC. That's pretty grim for such a rich universe with a global appeal to rival Gundam. But the firepower of giant walking tanks is soon to be unbridled with Mech Assault on Xbox. You won't need to learn the finer points of piloting a 40-foot BattleMech – this is a pure action game. Best of all though, it's going to be online.

That was a close one!

An interesting challenge from a helicopter

MECHS ON LEGS

A BattleMech has more in common with a modern jet fighter or tank than with the gladiatorial lightsaber styling of a Gundam robot. BMs vary in size and agility, from heavyweight slow-moving behemoths to nimble lightweight units. A range of 12 types is planned for Mech Assault, and you can personalise each one with a configuration of rockets, machine guns, cannons, and so on.

A feature Microsoft is very proud of is how all structures can be destroyed, even bit by bit. You can collapse tunnels to crush enemy units inside, then prevent more from getting through, exploding power generators to hamper enemies by tactical means. You can topple buildings in any direction you choose by blasting away at one area, much like felling a tree. It's going to be fun trying this out.

You have a choice of firepower for all 12 varieties of BattleMech

BATTLEMECHS ONLINE

Online with Mech Assault needs to be impressive as a selling point for Xbox, so Microsoft is promising cool features. Chief among them is the voice communication aspect, enabling you to speak instructions to your team or threaten rivals. You'll be able to augment your voice too – make yourself sound scary, sexy or whatever.

At the time of writing, Microsoft is uncertain how many players will be catered for online, but it's aiming for between eight and 16. There will be cooperative and versus-style options. Sadly, the online aspects of Mech Assault have not been confirmed for the launch of the game in the UK. This will depend on a suitable broadband network being established over here. However, since Sony has Telewest lined up for launch of PS2 broadband services in September, Microsoft surely can't be far behind.

The action is viewed mostly from a distance but BMs look great up close

CVG RECKONS

This is likely to appeal only to a niche in the UK. However, we'd prefer to see it draw a bigger crowd, which it could do if spectacular and fun enough. Paul

THE MARK OF KRI

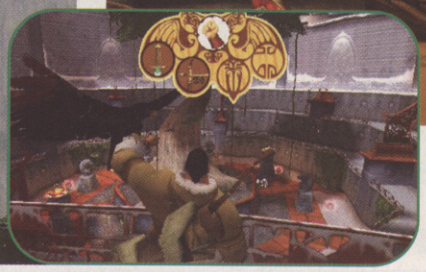
FORMAT: **PS2** OUT: **TBA (UK), SUMMER (US)** DEVELOPER: **SONY SAN DIEGO** PUBLISHER: **SONY**

Here it is: the winner of Weirdest Action-Adventure Game 2002. There's so much that's odd about this game it's difficult to know where to start. Like who decided it'd be a good idea to give a sword-swinging barbarian a crow for company?

Rau, the barbarian of this strange tale, needs to stop some evil sorcery. So he sets off on a quest to disembowel everyone he meets, for some reason taking his crow, Kuzo, with him. Kuzo can be sent on ahead to scout, and will also land on levers Rau can't get to, to open doors and solve puzzles and even pick up otherwise inaccessible power-ups.

Tap X on your pad to make this blighter an ex-enemy

Stupid Rau enters the Valley Of The Wiggly-Armed Men. Is this a good idea? What do you think?

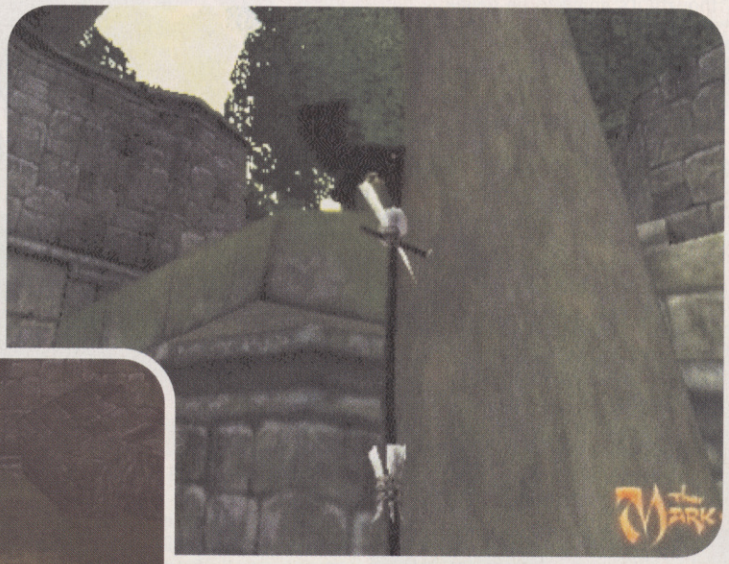


The other guy floats like a butterfly while Rau just hits things

Rau picks from the bow or sword

MEET MY BIRD

Kuzo the crow is Rau's trusty companion. And he's not just there to look cool. Oh no. Any time you spot a silver perch for him in the game, you can send him on ahead to do some scouting... So put the crow to use!



The clever crow Kuzo flies on ahead to land on the perch after you hit L2

"I spy with my little eye, a perch for my bird Kuzo"

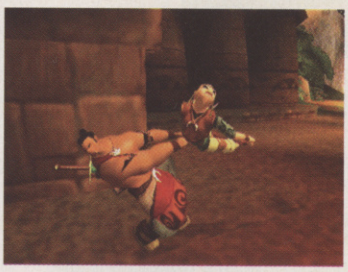
From his perch, Kuzo can spot soldiers and find other perches to fly to

The crow makes like a magpie and heads for the shiny bright light

BONKERS BARBARISM

Weird enough? Nope? Then try the combat. When you're approaching enemies you use the right stick to 'sweep' them with a fiery, wavy line. As you tag each one, they'll get an attack button. From then on you can pick an opponent by hitting their relevant button, then chain off a combo if you get the timing right. Great for multiple melee opponents and a new way to battle in 3D games.

It's looking set to be a strange game, but a good-looking, good fun one too. We'll have more soon...



"The three of you... at once?" Raul lapses into a chop-socky cliche

When all else fails, just toss 'em like cabers – works every time

CVG RECKONS

An intriguing and lush-looking action-adventure with many unusual touches. The combat system's excellent, but we want to see more of the bird, Kuzo. **Mark**

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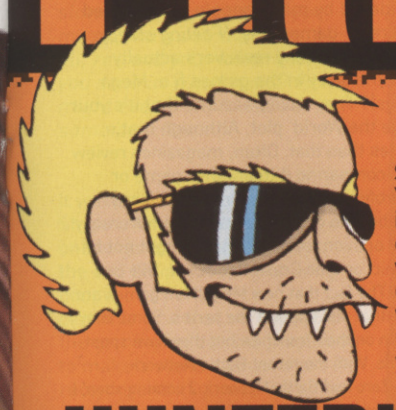
LARA CROFT
TOMB RAIDER
the angel of darkness

FREEPLAY

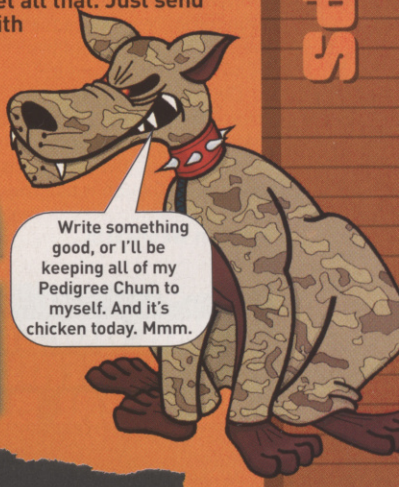


SCREW THE REAL WORLD

Summer has just arrived, the sun is shining, the sky is blue and the world is a beautiful place. Yet here we are, locked in a dark room playing Virtua Fighter 4 till our fingers bleed. Trapped in the addictive tractor beam of VF4's glorious action, Paul and Mike have been fighting each other for the last 24 hours in a mad beat 'em up marathon, and it looks like they'll only stop when one of them passes out or dies. Yup, it's confession time and now it's your turn. What game has managed to turn you into the local hermit, and blurred the line between the real world and fantasy? Write to or email us, and let it all out. Actually, forget all that. Just send us a letter that'll make us piss ourselves laughing or shock us stupid with your outrageous opinions. In fact, just send us any old letter. Whatever.

HUNTER'S MAILBAG

Don't keep your opinions to yourselves. Write to us, then your friends can laugh at you!



Do you fancy having fifteen minutes of fame in CVG's Freeplay? Then wing your high scores, challenges and opinions to us now! Write to us at: Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Or email us at: mailbag.cvg@dennis.co.uk

CHART

CVG

The stuff that's turning us on

1	**Advance Wars (GBA)** Alex: "Roll tanks roll! Can't sleep! Must battle on!"
2	**Virtua Fighter 4 (PS2)** Mike: "Magical monk action. Lei-Fei's the daddy."
3	**Biohazard (GC)** Pete: "Shark! Shark! We're gonna need a bigger boat!"
4	**Pikmin (GC)** Lee: "Must protect my perfect little pals. How I love them so."
5	**Virtua Fighter 4 (PS2)** Paul: "I gotta shake this damn blue rabbit!"

GOLDEN BONE

STUDY HELL

This year, videogames have exploded, what with two new next-gen consoles and countless cool games. And while we are all enjoying these, some of your readers are stuck indoors with their face in a book. Why? Exams. What a cracking year 2002's been, and it's only getting better, but there's little or no time to play MGS2, Soul Reaver 2 and Final Fantasy VI. And, God forbid, exams are taking place during the release of (gasp) FINAL FANTASY X! And the World Cup will be going on as well ! Thankfully, next year, when I will be doing my final exams, there don't seem to be any huge titles coming out. Hopefully Mario Sunshine won't slip!

Mythril Mog

Readers, there is no justice. Not only does Mythril Mog send us a letter boasting about the fact that he ISN'T doing exams, but we award him the Golden Bone, so he snaffles a load of cool gear into the bargain. Life is indeed Hunter's bitch.

JOYTECH

On the telly, what do points mean? That's right, PRIZES! And now they do in CVG too. Your pearls of wisdom can blag you a load of free gear. We've teamed up with those purveyors of fine add-ons at JOYTECH to offer each month's Golden Bone letter writer a free bundle of quality peripherals. If the PSone goodies below don't grab you, we've also got bundles for PS2 and GBA. Just make sure you mark your name and address clearly, okay?

THE MGS DEBATE: DID WE SPOIL IT? (PART ONE)

So you want feedback on your Metal Gear Solid 2 coverage? Did CVG go too far with it? Damn right you did. You lot practically exposed the entire game before it was out. Anyone who read your articles about Metal Gear Solid 2 and did not play the game has not missed anything really! Come on boys, sort yourselves out.
Brian Kelsey

THE MGS DEBATE: DID WE SPOIL IT? (PART TWO)

I read all of CVG's coverage of MGS2 and there was not one moment when I felt the plot had been given away. All CVG did was prepare me for what an excellent game it was. If you didn't want to know anything about MGS2 then you had to lock yourself underground in a soundproof room because that's the only way you could live without hearing about it.

CVG's Metal Gear Solid 2 coverage was spot on and proved that the magazine cares about its readers by not giving the plot away, even though it had the means to do so.
Stephen Wentworth

THE MGS DEBATE: DID WE SPOIL IT? (PART THREE)

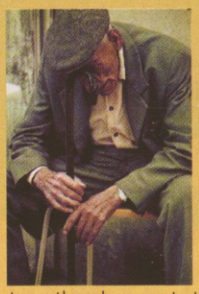
I believe your coverage of MGS 2 was a major game spoiler. One of the game's biggest secrets (not to mention the biggest surprise in a game ever) was the main playable character being Raiden. Konami went to great lengths trying to conceal this from the gamers and the media, till the release of the game in USA and Japan. And CVG plastered his picture on the FRONT COVER of the magazine before the game was released in Europe. That has to be the most stupid thing CVG has ever done.

You lot could at least have included a spoiler alert at the beginning of the preview for the benefit of the 'sane' readers who did not want to ruin their game. Plot twists like these don't happen very often, so the last thing we want is some magazine to spoil it.
John Morrison

FINAL VERDICT: In magazine publishing we work on the principle that one letter represents the opinion of 100 readers. Therefore, would those 200 readers who thought we ruined MGS2 please accept our apologies.

SNOOZE-A-THON

THIS LETTER CURES INSOMNIA!



I've been reading several different gaming magazines, but recently an editorial on a Mega Man site (www.megaman.x.com) really sparked up about the current Mega Man series' situation; in fact they've even got an online petition. The MM games have always been considered by many people as outdated and for the retro-gamer only. *[Feeling sleepy yet?]* Thing is, how many reviewers actually understand the story in the games (i.e. Mega Man X series)? They would assume that it's your typical 'Save the World' plot. Although that's true, there's more to the MM games than that. Often, magazines review them in a biased way, for example, comparing it to another game or series (and they call themselves 'professionals'). Although not many people may know it, Mega Man is about to celebrate its 15th anniversary. Mega Man ranks as a classic in my opinion, even though it might not be as popular as the likes of Mario, Sonic, or even Crash Bandicoot. *[We can feel your eyelids becoming heavier...]* The fact that new Mega Man games are still appearing, is because of the fans that still support the series. Some may think that Capcom are trying to cash in on their franchise but they have spent time and patience to develop each game. With the recent Battle Network appearing on the GBA, and Mega Man Zero and Battle Network 2 coming soon, I believe that Mega Man deserves some respect. I doubt this will appear in your mag, so... I guess I'll be leaving.
Andrew Eng

Zzzzzzz

PLUCKY LUKE

I am suggesting Nintendo puts down its prices on Game Boy Color games and the console itself. Sony lowered its PlayStation prices when PS2 came along and Sega is now doing it with Dreamcast titles. For instance, Pokemon Crystal is £30 while PlayStation's newest games are too (eg. FIFA 2002 and Harry Potter). I am just saying that Nintendo shouldn't forget about dropping its GBC prices as well as that of the GameCube (to maybe £15). Thank you for your time!
Luke Gray, Bicester

Here's the scene at Nintendo: "Hey, Shig, Bicester's Luke Gray reckons GBC games should go for just over a tenner. What do you say?" "He's right. Put them down in price at once." It's a historic day. A day we'll refer to in the future as 'Gray Day'.

YOUR QUESTIONS ANSWERED BY FREDERICK DURST OF THE NU-METAL BAND LIMP BIZKIT*

What is the best dance game on N64 or PS/PS2 that has a multiplayer mode and you can use a dance mat with?
Qui-Gon Jinn
Dance Dance Revolution is the best dance game, but you assholes in the UK can't get it. Butt-wipes! You'll have to settle for Dancing Stage Euromix or Groove Party on PlayStation.

Which Worms game on PC or N64 or PS has the best multiplayer?
Qui-Gon Jinn
They're all good. Asshole!

Which do you think is best? Rogue Leader, Monkey Ball or Wave Race? I would be ever so grateful if you could help me out.
Phil
Woah, Phil. I KNOW which one's best, dude, and it's Rogue Leader! I rock.

I'm a great fan of the Metal Gear games, but I really want to play the previous games: Metal Gear and Metal Gear 2: Solid Snake. I'm too young to have been around when they were about, so I was wondering if there were any websites around where I could download the games. Cheers.
Mark Chapman

Yo! Snotwad! Emulators are, like, non-existent, but the first two Metal Gear games came out on the Toshiba MSX computer, so keep an eye on ebay.com for auctions, and you might pick up Metal Gear. The computers normally go for about ten of your English pounds. Asshole!

* Actually, one of our writers pretending to be Fred Durst

CVG STINKERS

A 'FAN' WRITES

Like most computer magazines CVG features a lot more on PS2 than anything else. Okay, so there are more games for this than any other console, but there are other perfectly good units. Yes, in the May issue there was a good feature on the GameCube but that appears to only be as it is new. What about the PC; you only really seem to feature PC games when they are available on a console as well (I think there were just two exclusively PC games in the last issue). PCs have the most potential due to their adaptability so why not give them more of a chance?

I hope that by the time CVG lands on my doorstep next month it will feature more PC games. However, your handheld section at the end seems to be unique as most computer game mags just ignore GBA, GBC etc. If you do feature this in the Stinkers section then can you make it so that you can actually read the Stinkers section for once.
David Reed

CVG: *You bet it's a Stinker. Who rattled your cage? If you're trying to say we favour PS2 over anyone else, you're barking. We're blind to format. We see only games worth featuring in the mag. Anyway, we've sorted it. This ish, there's just a couple of PC games and we've canned the handhelds section. Oh.*

SHORT STUFF

RUSSIAN ABOUT

It just shows that with the price cut that the people who buy on launch date lose out again for me a total of around £140.00 its a huge kick the teeth i wouldrecomend when the xbox2 comes id wait a bit.
John Smith

John, why don't you try writing that letter again, and this time slow down, explain what you mean, and most important of all, re-read your letter before you send it. Who knows? You might even want to include some punctuation.

A SERIOUS LETTER

It was a nice change to read Shigeru Miyamoto's thoughts on online gaming. While I enjoy the odd bit of questing/blowing people away online, I'm certainly glad that somebody in the gaming industry is prepared to make a stand against the recent trend in games to

sacrifice the story in favour of networking. Until they can pull off the likes of Skies Of Arcadia or Deus Ex online, I'm sticking firmly to single player. Besides, for multiplayer fun nothing online can replace the buzz you get from watching your mate's face crumple as you pass the finish line first/pound his character into the dust.
Chris Gregg, Belfast

You're right, Greg. Sorry, Chris. See you round ours on Saturday, then. And don't forget the crisps.

DANCING QUEEN

What is the point of Dance and Rhythm games? All you do is tap a button in time with a beat and your character moves one foot left or right. What type of gameplay is this. Against the likes of Metal Gear Solid 2 and GTA3, you need about one per cent of the skill. Compare this – Guards discover wet footprints on the floor, open a locker, see me hiding in there and we have a blood-filled gunfight, OR press Square, wait, then press Square again, wait, then press X. Wow! What amazing gameplay! (Not). I hope you see my point.
Phil Brooks, Wokingham

I have got to say, thank you, Microsoft.
Sanu Miah

CVG: *Sanu's gonna hate the way we cut down his letter to make him look silly.*

I have completed Medal of Honor and Parappa The Rapper.
Danny Graye

CVG: *So is Mr Graye here. Boy, we wish we could see the looks on their faces.*

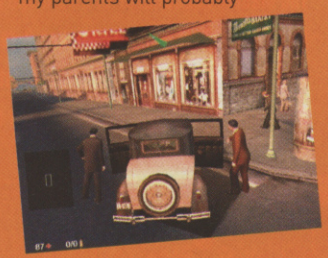
Help! My Brother is a freak! He stands in the kitchen campaigning for more ceiling masters!
Llady_Llink

CVG: *We didn't need to cut Lady_Llink's to make her look silly.*

We do, mate. But at the end of the day, it's horses for courses, innit? Unless we're talking about golf courses, where horses are rarely welcome.

AN ADVERTISER WRITES

Mafia: City Of Lost Heaven is looking like a seriously cool, original piece of software. I can't wait for this GTA-beater to come out! Just one question though – when is it coming out in Ireland, and will it be 18s? (I heard about a nude scene and there doesn't appear to be any parental lock). I am only 14 years old and, well, I don't really want to see that stuff in my games, even though my parents will probably



let me buy it anyway. Anyway, keep up the good work, guys, and I hope the next 20 years see the mag go from strength to strength.
Stephen Kavanagh

The game's out everywhere at the end of July and it will have an ELSPA rating of 18. With you being 14, we're afraid we're going to have to alert the police.

THREAD HEAD

(IN)COHERENT MASS-DEBATING FROM THE FORUMS OF CVG.COM

Elzaar Thu Apr 25 06:47 PM	Re:If u Could be any Superhero who would u be? Reply Has anyone thought of being Wo-man, the feminine superhero?
BRYANEE2K2 Thu Apr 25 07:35 PM	Re:If u Could be any Superhero who would u be? Reply maybe if i was female, but i'm not so it's still Batman for me.
mike_dav1s Thu Apr 25 08:11 PM	Re:If u Could be any Superhero who would u be? Reply Short answer: No
Ridley44 Fri Apr 26 12:10 AM	Re:If u Could be any Superhero who would u be? Reply I would like be Samus (I like her suit), but I'm not a girl so I would like to be Spider-Man. where ever the metroid larva is, i'll go get it.
goobersquad Fri Apr 26 12:15 AM	Re:If u Could be any Superhero who would u be? Reply Samus appears on Smash Bros so doesn't count (no real heroes appear on that game) and Spidey??? oh no i ran out of web... oh my Spidey sense... snap goes the trap... damn, i wish my sense worked faster!!!! WANTED: one life
LINGO Fri Apr 26 12:38 AM	Re:If u Could be any Superhero who would u be? Reply have you watched He-Man recently?? just think back to what he looked like and you'll see what i mean. he had his pretty boy face, perfect straight blond hair and rode about on a purple tiger.
Original_aceman Fri Apr 26 03:14 AM	Re:If u Could be any Superhero who would u be? Reply I agree with these later He-Man cartoons though, I haven't seen it for ages, but in the last one I saw a bit of, I expected him to pull out a handbag and shout, "BY THE POWER OF LIPSTICK!!"
Y2cplan Tue May 07 06:11 PM	Re: Europe loves GameCube! Reply Where I live most places have sold out of it :). Thank god I pre-ordered! Didn't have this much trouble when I was getting my Xbox (don't get me wrong, me likes my Xbox as well)
Offspringboy Tue May 07 06:26 PM	Re: Europe loves GameCube! Reply GC is selling very well, but u would always be able to get an Xbox, even if it sold sh!tloads, they're producing thousands more units than GCs. Hence, with GC's popularity, it will be quite hard to get one from 'some' places for weeks to come. I'm not a fanboy, I love all consoles... but some are just better than others!
SanchoUK Tue May 07 06:30PM	Re: Europe loves GameCube! Reply Although I don't intend to buy a GameCube (yet), it's so good to see Nintendo doing well again. Let's hope this is a return to the 'golden days' of Nintendo, with the PS2 as its 'Megadrive'.
Offspringboy Tue May 07 06:40PM	Re: Europe loves GameCube! Reply All I hope is that this isn't one of those start brilliant then go down the pan type of sales. Like the DC, great opening, sold loads for weeks, then one month later, death was coming to the console...

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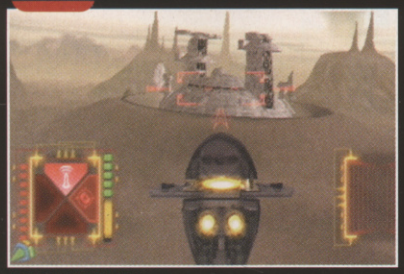
THE DOGHOUSE

BEWARE: THESE CHEATS CAN BITE!

Our fluffy mutt has a nose for cheats. In fact, other than peeing on trees, there's nothing beats a good whiff of foul play. So if you sniff out any decent cheats, send them in. Just make sure they're good ones, cos Hunter goes for the nuts.

STARWARSJEDISTARFIGHTER

It's that crazy Star Wars time of year again. Wars-related things are coming at you from all sides and here's our contribution. Enter any of the following cheats in the Codes screen.



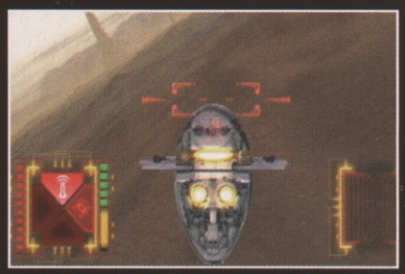
INVINCIBILITY
Input QUENTIN to become invincible, you low-down, dirty cheater

DIFFERENT CAMERA ANGLES
Enter DIRECTOR, then, when in game, press the Select button to change camera views

DISABLE HUD
Enter NOHUD to get rid of the cockpit displays. It's a bit like being naked!

REVERSED CONTROLS
Enter JARJAR as a code. A stupid code, aptly named

UNLOCK EXTRA SHIP
Enter HEADHUNT. It looks like an X-Wing but actually isn't

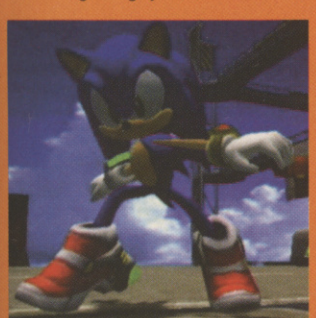


UNLOCK EVERYTHING
Input PNYRCADE to unlock all missions, movies, ships and bonus features

SONIC ADVENTURE 2

DEVIL CHAO GARDEN
Use one of the three dark characters to raise a Chao into a Dark Chao. If you breed one successfully this will unlock a set of steps leading down to a dark garden.

ANGEL CHAO GARDEN
This is the same as above, only use the good guys to look after your Chao and eventually it will transform into an angel opening up a set of steps leading to a light garden.



One of the good guys

BOSS ATTACK
Obtain boss attack mode by completing the game with either set of characters. Finishing the game with both sets of characters will unlock all the bosses for a boss attack.

ICO

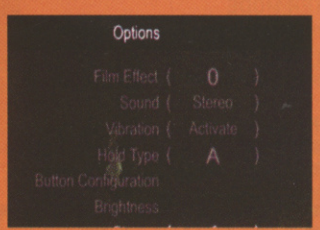
The following goodies can be unlocked by finishing the game once and saving at the end. Then you need to load this final save which starts a new game and includes all the extras mentioned below.

TWO-PLAYER MODE
Get to the point when Yorda is free and look in the Options menu and change the setting to two-player (make sure you have two joypads plugged in). Now a second player can take control of Yorda.

FILM EDIT OPTION
Once the game has started, look in the Options menu (by pressing pause) to find a new film edit option. This allows you to make the game look like an old film.

YORDA TALK
In the cutscenes where Yorda's talk would be sub-titled by weird symbols, they will now be in English, allowing you to understand her easily.

EXTRA WEAPON
Where you would normally get the



Extra options for Ico

REALLY STUCK ?

Absolutely stumped on a game? Ridiculed by your mates? There is hope: The Computer And Video Games Tips Helpline.

0906 466 4659

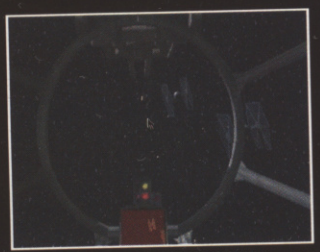
Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

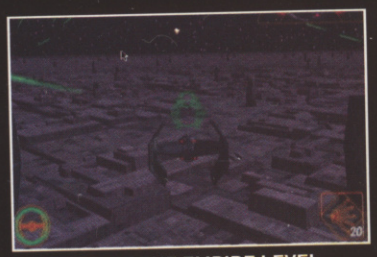
STAR WARS ROGUE LEADER ROGUE SQUADRON 2

Enter the following codes in the Password option. They all require two passwords. R2-D2 will not beep for the first part but will beep to confirm correct code entry after successfully inputting both parts of the code.

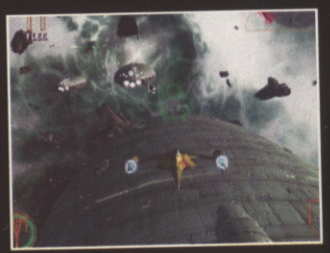
ASTEROID FIELD LEVEL
Type in TVLYBBXL then NOWAR!!! Located above Battle of Hoth



DEATH STAR ESCAPE LEVEL
Type PYST?OOO then DUCKSHOT. Located above Death Star Escape



TRIUMPH OF THE EMPIRE LEVEL
Type AZTBOHII then OUTCAST! Located above Strike at the Core



NABOO STARFIGHTER
Enter CDYXF!?Q then ASEPONE!

YOUR BEST TIPS

Every month the best reader tip will be printed and will score one of the latest games as a prize. Send your tips to: barny_zoeller@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

Mace-type extra weapon, you now get something resembling a lightsaber instead.

SUPER MONKEY BALL

CREDIT LEVEL
Finish the game on any difficulty setting and complete all the levels. A bonus level will start during the credits as a reward. This may be the only time you will want to watch the credits in a game.

EXTRA LEVELS
Finish the Beginner mode without losing any lives to unlock three extra levels.

MASTER MODE
Finish the game on Expert without using a continue to unlock an additional difficulty setting.

UNLIMITED CONTINUES
After buying all the mini-games, every time you rack up 2500 points

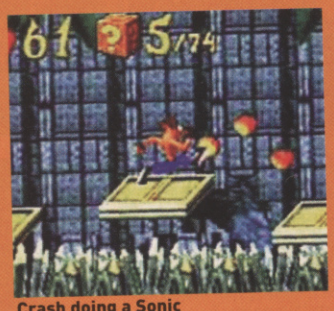
It's a monkey in a ball

you will be rewarded with a Continue. When you reach nine of these they become infinite.

CRASH BANDICOOT: THE HUGE ADVENTURE

BONUS LEVEL
Finish the game with 100 per cent, then play again and beat the final boss to unlock an extra level.

TURBO
Finish the game once and then get ready to start a new game. This time, Crash will be able to run in Turbo by holding down L.



Crash doing a Sonic

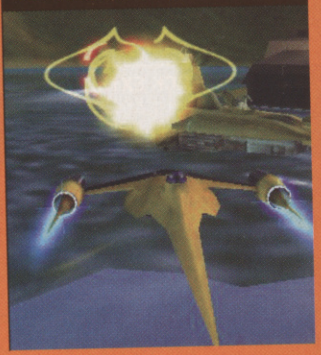
STAR WARS: STARFIGHTER SPECIAL EDITION

MASTER CODE
Enter EUROPA to unlock everything except multiplayer levels

GOD MODE
Enter EARCHIPS to be invincible

EXPERIMENTAL N-1 STARFIGHTER
Enter FSNEULB to get a better ship

ALL BONUS LEVEL AND SHIPS
Enter OVERSEER to unlock almost everything else



AMPED: FREESTLYE SNOWBOARDING

SUPER SPIN
Enter WhirlyGig in the cheat screen.

LOW GRAVITY
Enter MegaLeg in the cheat screen.

BOUNCY TERRAIN
Enter MegabOUnce in the cheat screen.

HARDER MOVES
Enter KeepnReal in the cheat screen.

FREE MOVEMENT
Enter ZiPster in the cheat screen.

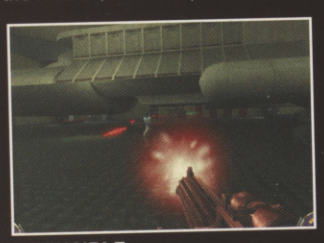
Cheats for people who say "dude"

DYNASTY WARRIORS 3

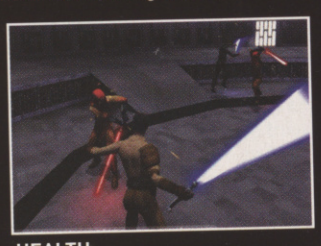
A sound of people cheering will confirm correct code entry.

STAR WARS JEDI KNIGHT 2 JEDI OUTCAST

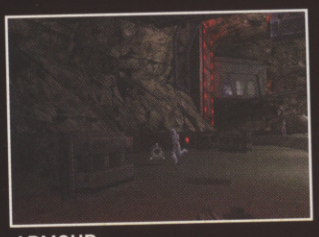
To activate the following, you must first enter the console window by pressing Press SHIFT+~ or SHIFT+¬ during gameplay. In the console window type in either helpusobi1 or devmapall to enable cheats. Close the window, then re-open and type in one of the following codes.



INVINCIBLE
Enable cheats and type 'god' in the console window



HEALTH
Same as before, only this time type 'give health'



ARMOUR
Works the same as health, only type 'give armour'

AMMO
Type 'give ammo' in the console window

SLAVE 1
Enter PZ?APBSY then IRONSHIP

STAR WARS: JEDI POWER BATTLES

Enter NMHOYQR to unlock all the levels with all the characters

UNLOCK ALL CHARACTERS
Press Triangle, R1, R2, L2, L1, Square, R2, L2, Triangle, Square at the main menu.

UNLOCK WEI CHARACTERS
Press Triangle, R1, R1, R2, R1, R2, R2, R2, R1, Triangle at the main menu.

UNLOCK WU CHARACTERS
Press L2, Square, Square, L1, L2, L2, L1, L1, L1, L1 at the main menu.

UNLOCK SHU CHARACTERS
Press L2, Triangle, L2, L2, L2, R2, R2, L2, Square, L2 at the main menu.

UNLOCK ALL BGM SONGS
Press L1, R2, R1, L2, Square, R2, L1, L2, R1, Triangle at the main menu.

UNLOCK OPENING MOVIE EDIT
Press R2, R1, R2, R1, L2, L1, L2, L1, R2, R2 at the main menu.

UNLOCK ALL MOVIES
Press L2, L2, L2, L2, Triangle, L1, L1, L1, L1, R1 at the main menu.

Give peace a chance

UNLOCK ALL SCENARIOS
Press R1, R1, R1, R1, L1, R2, R2, R2, R2, Square at the main menu.

STARWARS RACER REVENGE

To get the following cheats to work you must first enable cheat mode. Do this by setting a record such as for a best lap, most KOs. Then enter your name as NO TIME.

HARD MODE
Enable the Cheat mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Triangle

UNLOCK ALL TRACKS
Enable Cheat Mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Right, Left, Right, Left, Circle, Square, Circle, Square

ART GALLERIES
Enable Cheat Mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Right, Square, Left, Circle, Down, X, Up, Triangle

The CHEATMISTRESS presents

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A = 01
Ace Combat 4: Shattered Skies
Age of Empires 1 & 2
Agent Under Fire
Airblade
Alex Ferguson's Player Manager
Alex Ferguson's Player Man. 01
Alien Resurrection
Alone in the Dark 4
Alundra 1 & 2
Amerzone
Armoured Core 2
Army Men: Lock & Load
Army Men: Land Sea & Air
Atlantis 3 - The New World

B = 02
Baldur's Gate: Dark Alliance
Batman Vengeance
Blade
Blood Omen 1 & 2
Breath of Fire 3 & 4
Broken Sword 1 & 2
Burnout

C = 03
C-12 Final Resistance
Championship Manager 2001
Chase the Express (Covert Ops)
Code Veronica X
Command & Conquer: R. Alert
Crash Bandicoot: W. of Cortex
Crash Team Racing
Crazy Taxi 1 & 2
Cricket 2002

D = 04
Dark Cloud
Dave Mirra Freestyle BMX 1 & 2
Dead or Alive 2 & 3
Devil May Cry
Die Hard Trilogy 1 & 2
Digimon World 1 & 2
Dino Crisis 1 & 2
Discworld Noir
Dracula Resurrection
Dracula The Last Sanctuary
Dragonball Z: Final Bout
Driver 1 & 2
Dropship
Duke Nukem: Land of Babes
Dynasty Warriors 2 & 3

E = 05
Ecco the Dolphin
Escape from Monkey Island
Evil Dead
Extermination

F = 06
Fear Effect
Fear Effect: Retro Helix
FIFA 2002 & World Cup 2002
Final Fantasy 6, 7, 8, 9 & 10
Formula 1 2001

G = 07
Genma Onimusha
Golden Sun
Goldeneye
Gran Turismo 1, 2 & 3
Grand Theft Auto 1, 2 & 3

H = 08
Half Life
Halo
Harry Potter
Headhunter
Hidden & Dangerous
Hogs of War

I = 09
In Cold Blood
Italian Job
ISS Pro Evolution

J = 10
Jak & Daxter
James Bond: Agent Under Fire
Jedi Knight 1 & 2

K = 11
Knockout Kings 2002

L = 12
Legends of Wrestling
LMA Manager 2001 & 2002
Luigi's Mansion

M = 13
Martian Gothic
Mat Hoffman's Pro BMX
Max Payne
Maximo
Medal of Honor Underg.
Medal of Honor: Allied Assault
Metal Gear Solid 1 & 2
Metropolis Street Racer
Midnight Club
Mission Impossible
Monkey Island (Escape from)
Moto GP 1 & 2
Mummy Returns
MX 2002

N = 14
Necronomicon

O = 15
Onimusha: Warlords
Operation Winback

P = 16
Parasite Eve 2
Perfect Dark
Pokemon Crystal
Pokemon Gold & Silver
Pokemon Red & Blue
Pokemon Yellow
Premier Manager 2000
Pro Evolution Soccer
Project Eden
Project Gotham Racing

R = 18
Rainbow Six
Rayman 1, 2 & Advance
Red Faction
Resident Evil 1, 2 & 3
Resident Evil: Code Veronica
Resident Evil: C. Veronica X
Robot Wars
Rogue Leader
Roller Coaster Tycoon

S = 19
S Palmer's Snowboarder
Shadowman 1 & 2
Silent Hill 1 & 2
Sim City 2000 & 3000
Simpsons: Road Rage
Sims
Sims House Party
Smackdown 1, 2 & 3
Smugglers Run 1 & 2
Sonic Advance
Sonic Adventure 2 - Battle
Soul Reaver 1 & 2
Spec Ops: Stealth Patrol
Spiderman 1 & 2
Spy Hunter
Spyro 1, 2 & 3
SSX Tricky
Star Trek: Invasion
Star Wars Jedi Power Battles
Star Wars Jedi Starfighter
Star Wars: Jedi Knight 1 & 2
Star Wars: Phantom M.
Star Wars: Racer Revenge
Star Wars: Rogue Leader
Star Wars: Starfighter
State of Emergency
Super Mario Advance 1 & 2
Syphon Filter 1, 2 & 3

T = 20
Tekken Tag Tournament
The World is not Enough
Theme Hospital
Theme Park World
Time Splitters
Tomb Raider 1, 2, 3, 4 & 5
Tony Hawk's 1, 2 & 3
Top Gun: Combat Zones
Twisted Metal Black

V = 22
Vagrant Story

W = 23
Wipeout Fusion
World is not Enough
World's S. Police Chases
WRC: World Rally Champ.
WWF Smackdown 1, 2 & 3
WWF Wrestlemania 2000

X = 24
X-Files

Z = 26
Zelda
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

0-9 = 27
007 Agent Under Fire

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24hr Customer Service: (Freephone) 0800 061 6000

VIRTUA FI MASTERCLASS

The epoch-breaking VF4 is not the easiest game to master, so let champion Mo Imran start you on the path to enlightenment

The Virtua Fighter series has always been hailed as the thinking person's beat 'em up. A technical tour de force of intricate digital grappling awaits those brave enough to scratch beneath the game's slick surface.

Thankfully, the home conversion is packed with useful training modes which teach you the basics: simply pick a character and go to the training trial mode to learn the ropes. However, once you've nailed down the simple stuff, it's time to get more fluid in your fighting tactics, and that's where this guide comes in. Written by VF experts, it's your window to the more advanced strategies worth mastering in the game. **NOTE: The numbers on the left refer to the screenshots on the right.**

IT'S ALL IN THE DEFENCE

Good defence is all about reading your opponent. Are they the kind of player who attacks aggressively? Perhaps they like to throw a lot? Maybe they favour a particular move? These are the types of questions you should be attempting to answer correctly in order to defend well.

Advanced defence 1:
The dodge into throw-escapes

1) When hit, quickly input dodge then a couple of throw-escapes
2) If Lion had attacked, Wolf would have successfully avoided the blow
3) But if Lion had attempted to throw Wolf...
4) ...a correctly guessed throw escape would have escaped that too!

Advanced defence 2:
Avoiding particular attacks

5) You're battling a player who favours attacking with low sweeps...
6) Instead of blocking, try avoiding and counter-hitting your opponent
7) Kage uses his jumping flip-kick to hop over Lei-Fei's sweep...
8) ...and hit him on the descent for a combo opportunity

Advanced defence 3:
The reversal into throw-escapes

9) Always input a couple of throw-escapes after a reversal
10) Here Pai would have reversed Lau's main attacks...
11) ...but if Lau had decided to go for a throw...
12) ...she would have escaped his grapple too

IGHTER 4

Advanced defence 4:
Parrying in-coming attacks

13) You have very little energy left and your attack has been blocked!
14) Your opponent only needs a quick attack to win the game...
15) Akira guesses Vanessa might go for a low punch and does his parry
16) After a successful parry Akira unleashes a combo to win the round!!

TEKKEN VS VIRTUA FIGHTER STYLE

Arguments continue to rage over which is the best 3D fighter around. Both games have their merits. Tekken has always been the flashier of the two with a frantic attack and counter-attack mentality. Virtua Fighter tends to put more emphasis on throw escapes, arguably too simple to execute in Tekken.

Tekken's reversal-reversal ('Chicken') system can punish reversal attempts. Not so in VF, where a successful reverse can turn the tide of a battle. Virtua Fighter, it could be argued, is more like a game of speed chess, with expert players adapting to each other's strategies at a frenetic pace.

With Virtua Fighter 4, Sega has added yet more elements into the mix. Ring-outs are now complimented with breakable wall and caged arenas. Using your surroundings is as important a weapon as executing an attack, as demonstrated here.

Cheesy!

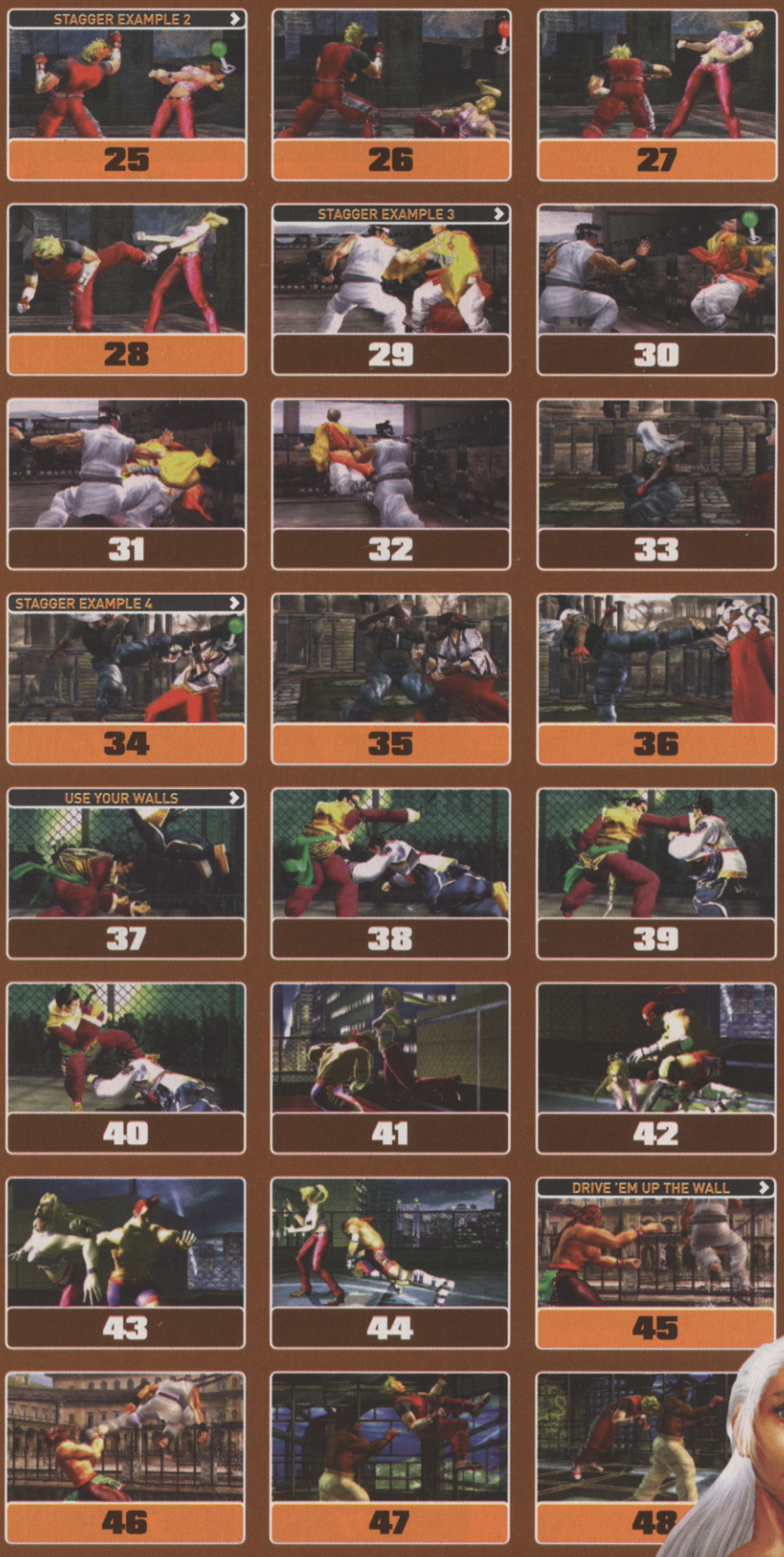
17) Kage can ring-out opponents...
18) ...over low walls...
19) ...with a float combo after his air-throw
20) Very cheap!!

STAGGER POWER

Staggers are very important for setting up damaging offence: your opponent is slightly disorientated and must struggle, giving you the upper hand. When you are staggered, a little joystick appears. The joystick is initially green, meaning you can't struggle out of the stagger yet. When the joystick turns red, it's your cue to start wiggling your pad/stick and mashing buttons like crazy to recover out of your dazed state. Some staggers are stronger than others and have a smaller recovery window.

The simplest way to stagger someone is by hitting a crouching opponent with an elbow or sidekick. That method has been around since VF2. However, VF4 features more stagger-inducing moves than the previous three games in the series put together! Some moves now stagger an opponent if they connect. Other attacks, like the slow-charged moves, can even stagger you if you're blocking!

The new walled arenas are also important. Slam an opponent into a wall strongly enough and you could cause them to stagger off the scenery like a yo-



yo! Learn all the ways to stagger your opponent, then capitalise on them.

Stagger defence 1: Crouch Stagger
21) If you guard or avoid a low kick...
22) ...stagger your opponent with an elbow or sidekick
23) This sets you up nicely for a throw opportunity
24) Ouch, that's gotta hurt!

Stagger example 2: Hit stagger
25) Jacky staggers Sarah with his new rising uppercut
26) Because Jacky recovers quicker than Sarah...
27) ...it's a good time to go for a combo
28) Elbow, punch, kick is a good follow-up after Jacky's uppercut stagger

Stagger example 3: Wall stagger
29) Hitting into a wall with a strong attack could stagger them
30) Here Akira does just that with his Single-Palm
31) Lei-Fei is now left reeling and ripe for the...
32) ...Stun Palm of Doom!

Stagger example 4: Guard stagger
33) Some moves are so strong they can take away an opponent's guard!
34) Vanessa's running kick is one such attack
35) Aoi buckles under the pressure of the guard stagger...
36) ...so Vanessa finishes her off with a meaty float combo!

USE YOUR SURROUNDINGS

The walls aren't just there for show; here's how to use them to your advantage.

37) Lau uses a throw to slam his opponent into a wall
38) This allows for a highly damaging...
39) ...triple punch...
40) ..sweep float/wall combo
41) If Wolf knocks and opponent against a wall...
42) ...he can pick them up off the floor afterwards
43) In this situation they face the wrong direction!
44) A good time for a combo, or maybe even a back throw!

Drive 'em up the wall
45) Remember when you are near a wall...
46) ...you can use it to launch an attack
47) Or even to vault over your opponent...
48) ...and land behind them!

NEW KIDS ON THE BLOCK

A new Virtua Fighter means some new characters to master, so disciples of Shaolin Kung Fu and Muay Thai kickboxing enter the mix

LEI-FEI
The monk has proved to be an instant hit with gamers fascinated by his mad stance-changing style. His button-mashing friendly ease of use helps too. An ideal beginner character, thanks to powerful but simple-to-execute attacks, but real mastery comes with learning his multiple styles. In fact, Lei-Fei's ability to switch stances can rapidly confuse an opponent looking for an opening to attack.

Dance around at dizzying speed, and then sting your opponents with attacks and throws when they let their guard down!

HE'S STANDING ON ONE LEG...
Stances are the backbone of Lei-Fei's fighting style and they come in four varieties:
49) Independent System (IN)
50) Defeat Miss System (DM)
51) Evade System (EV)
52.) Tiger Stance

...HANG ON, SO ARE THEY!
Lei-Fei isn't the only character to get stances. In fact, Virtua Fighter 4 is chock full of them for various characters, including...
53) Sarah's Flamenco Stance
54) Kage's Jumonji Stance
55) Shun's Drunken Stance
56) Pai's Sway Step Stance

VANESSA
Vanessa is one of the most elaborate characters ever devised in a beat 'em up. Essentially she has two different fighting styles, which makes playing her almost like controlling two different fighters at once!

Initially you begin a fight in her defensive style. In this mode she specialises in reversals, parries and grapples. However, by simply pressing all three buttons she switches into her Muay Thai Style, instantly becoming more aggressive, with thunderous kicks and devastating elbow attacks.

This versatility makes Vanessa a great character to learn, but be warned, she is difficult to get to grips with. Beginners would do well to avoid her until they have a better understanding of the game.

57) In Defensive Style...
58) ...Vanessa is a great grappling character
59) However, switch to Mauy Thai Style...
60) ...to unleash her powerful strike attacks!

Vanessa's grapples even extend to multi-hit wall throws
61) Start by slamming head into wall...
62) ...followed by a gut-punch
63) Compliment this with a kick to the groin
64) And then end with a forearm to the neck for good measure!

HIT THE RECOVERY ROLL
The new recovery roll feature is great for getting up quickly, but you probably didn't know you could hit it! Here's how...
65) Whenever your opponent hits the floor on his stomach, his recovery roll becomes very vulnerable...
66) ...you can use this knowledge to set up a dangerous trap!
67) Simply time a decent range mid-attack to hit their roll. Here, Akira uses his sidekick
68) Jeffry gets back up staggered! Perfectly set-up for a sweet body-check

CRUMPLE WARFARE
Crumple hits are new to VF4. Certain moves can cause a head, stomach or foot crumple on a normal or interrupt hit. Crumples cause your opponent to slowly drop to the floor in a heap, but before they hit the ground you have ample opportunity to unleash a damaging combo. After a crumple combo your opponent usually lands on their stomach, so if they try a recovery roll, attempt to hit it!

69) Kage's Stance kick causes a stomach crumple
70) Cancel the stance and do his Dragon Punch
71) If your opponent does a recovery roll, sidekick it!
72) Voila! A back staggered opponent ripe for a combo
73) Jeffry's Kenka Hook Punch causes a head crumple
74) Follow-up with kick...
75) ...kick...
76) ...punch, for massive damage!

Well, a beat 'em up masterclass has to include combos, so here are some of the best – and most difficult!

Akira
77) Knee
78) Punch
79) Shoulder
80) Double-Palm

Vanessa
81) Leg Bomber
82) Lightning Elbow
83) Low Kick
84) Punch
85) Knee Bomber

Kage
86) Air-Throw
87) Whirling Chop
88) Knee
89) Swipe Punch
90) Flip Kick

And finally, Lei-Fei's stupendous recovery roll hit combo!
91) (DM) Arrow Punch
92) Upward Kick
93) (DM) Toe Kick
94) (DM) Standing Palm, Double Palm
95) Double Leg Hop Kick
96) Ground Stomp

HUNGRY FOR MORE?
Then check out these sites

www.virtuafighter.com
The best English Virtua Fighter site around
www.daioh.com
Download moves of expert Japanese players
www.virtuaproject.com
Another cool English site packed with useful info
www.tbzone.co.kr
Fab site showcasing Korean VF skills

This guide was put together by Kage-obsessed VF fanatic Mo Imran, with help from sparring partners Kamz Akira and SolBadGuy Jacky. We hope you enjoyed the guide, it was certainly a blast putting it together. Until next time, NAMOO!!

97) Practise and you'll see this screen more often!

PIKMIN PLAYER'S GUIDE

Guide your Pikmin to glory with Alex 'Dimmock' Huhtala's big tips

1 Let's start with some basics. Use the three varieties of Pikmin carefully. The colour of the Pikmin determines their skill and what jobs they are best suited to. Yellow Pikmin weigh less and have bigger ears, which Olimar can grab hold of to throw them higher than other Pikmin. The yellow ones are also the only Pikmin that can handle the bomb-rocks.

Red Pikmin are essential for any area where there are lots of flames, as they're fire retardant. They are also the strongest of all Pikmin, so use them to take down tougher enemies. Finally,

Captain Olimar is surrounded by leaf and flower Pikmin

Yellow Pikmin can be thrown higher so they can reach out-of-the-way objects

Blue Pikmin are the only type that doesn't drown, so they're vital for levels where there's lots of water.

Also, don't forget that there are three different levels of Pikmin growth that further affect their speed and strength. The three stages are indicated by the growth above the Pikmin's head. The youngest stage is the bud. This then grows into a leaf and blooms into a flower depending on how long you leave the Pikmin in the ground when they are being grown. With tough enemies, try to herd a group of Red Flower Pikmin; battles will be much easier with this special group.

2 Whenever you see piles of branches or twigs gathered in a lump, send some Pikmin to them immediately, herding the Pikmin against the object by using the C-stick. Pikmin can fashion twigs into useful bridges and ladders to reach new areas and create shortcuts. The same applies to a few cardboard boxes that are scattered around the levels; again, a box can be moved to create a bridge. Send 10 Pikmin to the closed end of the box and wait for them to move it into position. Also, check inside the boxes as they usually contain hidden bomb-rocks.

Send the Pikmin to explore the twigs and they'll make a ladder

A cardboard box isn't just discarded rubbish, it's another bridge

No matter how hard they try, they just won't be able get through there in a hurry

3 The Pikmin can carry out a wide range of tasks. There are different types of gates and walls that you may find blocking some paths. The colour of the wall determines its strength. Pikmin digging in front of it can easily remove a gate made of wooden twigs. Black gates are stronger than white ones so will take longer to clear.

Stone walls are tougher again and require bomb-rocks to clear them. A white wall takes three bomb-rocks, black requires six bomb-rocks and the really thick granite ones need nine. If you run out of bomb-rocks, don't panic. Some of these tougher walls don't need to be removed as they are simply blocking a shortcut to a spaceship part. The path around them may be longer and more perilous but it'll still get the job done.

Make sure you check the insides of boxes, cans and pipes for any hidden dog eggs, sorry, bomb-rocks

4

Here are some other useful things to look out for on your travels. All defeated enemies leave a carcass that can be carried back to the onions to grow more Pikmin. The bigger the carcass, the more Pikmin will be grown. There are also special items that will grow more Pikmin. For example, a pearl from a Pearly Clamclamp is worth 50 Pikmin.

If you want to upgrade Pikmin in the field, after they've been harvested, look out for yellow globs of nectar. These can be found by clearing patches of grass, or from the Honeywisp's tail. A Pikmin that drinks the nectar will evolve from bud to leaf and leaf to flower.

That clam is worth 50 new Pikmin but you'll have to be cunning to remove it

Get to work digging in the tall grass and you'll uncover nectar. Sweet!

5

You can actually change the colour and skills of a Pikmin by throwing them into a large flower called a Candypop Bud. A thrown Pikmin will emerge the same colour as the flower. Olimar can also join a fight and punch enemies, but as his punch packs the power of a single Pikmin, it's usually better in a fight to just throw Pikmin instead. There's also a speedier way of throwing Pikmin that makes some battles easier: herd all the Pikmin behind Olimar using the C-stick and continue throwing. You should notice the difference immediately.

Throwing a blue Pikmin into this flower will change him into a red one, David Blaine style!

Remember to herd the Pikmin with the C-stick. Position them behind you to be thrown further

6

Don't panic if a Red or Yellow Pikmin falls into water. If you act quickly and are standing near the shore they can still be saved. Place the target over them and repeatedly press B to whistle to them and call them to shore.

It's not always wise to have the maximum 100 Pikmin with you at all times. Sometimes a select group of stronger Pikmin will be easier to guide. You may feel stronger with 100 Pikmin, but if you come under attack from multiple enemies, you could lose them all in a flash. With a smaller number, though, you'll be quicker on your travels and be better organised and therefore more accurate in battles.

Stay alive, little Pikmin, no matter what, and I will find you!

The Dirty Dozen are selected for their toughest mission yet

The Mamuta is about to be taken out, Pikmin style

7

Now, a word about some secret enemies and where to find them. Land at the Impact Site before Day 8 and you'll encounter the Goolix in the clearing above the cardboard ramp. As it's a water-based creature, only Blue Pikmin can attack it. In the same location as the Goolix, after Day 8 you'll encounter the Mamuta. The best strategy to defeat him is to throw Pikmin at his head. If you land at the Distant Spring before Day 15, head south with some Blue Pikmin to the group of triangular islands. There's a large egg that contains the Smoky Progg; attack it at your peril. Defeat him and the object he leaves behind is worth 100 Pikmin.

Sometimes it's best just to sneak past a sleeping enemy

Amassing the troops before the final battle

8

Finally, here are some tips for the final battle against Emperor Bulblax. Amass an army of 25 yellow and 75 Red Pikmin. Dismiss the troops outside the gate where they'll be safe. First attack with a single Yellow Pikmin carrying a bomb-rock when Bulblax does his licking attack. The bomb-rock will stun him. Quickly run back and herd the Red Pikmin and start throwing them at Bulblax's head. Keep repeating this process until he is defeated, but make sure you keep regrouping the Pikmin outside the gate where they can't be attacked.

To find the Bomb-rock locations for the final battle, head right at the box through the open stone wall and along the path to the end. The bomb-rocks are in and around the pipe. Go through the gate near Bulblax to find more.

Remember to stock up on bomb-rocks

REVIEWS

THIS MONTH

A box of chocolates, a bitch... whatever you think about life, there are a few fundamental truths to help keep you sane. Unshakable facts like the grass is green and the ever-reliable certainty that videogames simply stop coming out in the summer. You'd swear gerbil-like marketing suits store up hundreds of new releases in their cheeks, only spitting them out come Christmas in a wasteful gush.

Only, as this month's reviews prove, the faith-defying truth is that there are LOADS of games due out imminently, and not just the gash they couldn't get away with releasing during the festive season either. Genuine quality like Spider-Man on PS2, V-Rally 3 on GBA and, of course, the skewed genius of CVG's Game Of The Month, Pikmin. In fact the only thing missing this month is a killer Xbox title, but perhaps Microsoft believes you're all still loving Halo too much to care. So draw the curtains and shut out that evil sunlight, you need never venture outside all summer long.

LEE

Lee Skittrell
Acting Games Editor

GC Pikmin → 76
PS2 Spider-Man: The Movie Game → 80
PS2 Britney's Dance Beat → 84
PS2 GBA V-Rally 3 → 86
XB Gun Metal → 88
XB Circus Maximus → 88
GC 18-Wheeler → 88
PS2 Frequency → 89
PC Die Hard: Nakatomi Plaza → 90
PC SoF2 → 90
GBA Davis Cup Tennis → 91
PS2 F1 2002 → 92
PS2 King's Field → 93
PS2 Next Gen Tennis → 93
XB Jedi Starfighter → 93
XB SSX Tricky → 95
GBA GT Advance 2 → 95
PS Metal Slug X → 96
PS2 Smash Court Tennis → 96
GBA Spy Hunter → 97
GBA Downforce → 97
GC Lost Kingdoms → 98
XB New Legends → 99
GBA Star X → 100
PS2 Armored Core 2 Another Age → 102

CVG SCORES

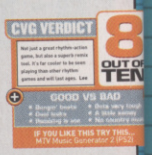
A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and visa versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1/10. Why, God, why?
2/10. Stinks. Never play this
3/10. A waste of your money
4/10. Maybe rent, never buy
5/10. Very average
6/10. Fairly solid but nowt special
7/10. Borderline tasty
8/10. Quality game. Consider buying it
9/10. Class on a disc
10/10. An absolute must that defines the genre



CVG AWARDS

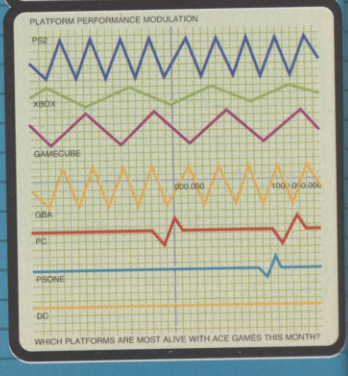
These accolades don't get dished out to any game just because it gets above a certain score. They're CVG's way of letting you know which are our personal favourites.

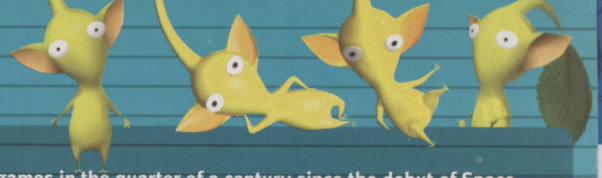
CVG ESSENTIAL
The most coveted award a game can get. Rare as rocking horse crap, it's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest and will definitely entertain you

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

FLATLINE





CVG TOP FIVES

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

CVG's mini bible of the greatest games for the latest systems

If you can't find any new releases that pickle your gerkin in this month's Reviews section, then check the games below – they're the very best games around right now for the formats in question.

And if you can't decide what new games system to buy, again, check the games below – if there aren't any on one particular format that you want to play, then simply choose another format.

Each issue we'll update our lists to include any new releases worth including, and no doubt every month some of you will be sufficiently outraged by our choices to write in and complain...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE No. | NP No. PLAYERS | NEW ENTRY | B BUDGET GAME

PS2

GRAND THEFT AUTO III
D DMA P Take 2 £ 39.99 B I 241 NP 1
A violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D Konami P Konami £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short

GT 3: A-SPEC
D Polyphony P Sony £ 20 B I 237 NP 2
Quality handling and looks, plus it's a game that lasts longer than most real motors. Probably

PES
D KCET P Konami £ 39.99 I 240 NP 8
Aka ISS Pro Evo 3. Fast, well-balanced footy that rewards dedication

VF4
D Sega AM2 P Sony £ 39.99 I 246 NP 2
Hidden depths make this fighter more a way of life than a mere videogame. Even better than we first thought

XBOX

HALO
D Bungie P Microsoft £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 3
D Neversoft P Activision £ 44.99 I 245 NP 2
Improved trick system and environments. The definitive extreme sport experience

DEAD OR ALIVE 3
D Team Ninja P Microsoft £ 44.99 I 243 NP 4
Fantastic looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

PROJECT GOTHAM RACING
D Bizarre P Microsoft £ 44.99 I 243 NP 4
More accessible take on Dreamcast's seminal MSR, with added Ferrari smashing goodness

AMPED: FREESTYLE SNOWBOARDING
D Microsoft P Microsoft £ 44.99 I 242 NP 4
Snowboarding sim with impressive freedom to roam and an innovative Career mode

GAMECUBE

SUPER MONKEY BALL
D AV/Sega P Infogrames £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

LUIGI'S MANSION
D Nintendo P Nintendo £ 39.99 I 246 NP 1
Repetitive but unquestionably charming and original ghost-sucking, puzzle-busting adventure

PIKMIN
D Nintendo P Nintendo £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

STAR WARS ROGUE LEADER
D Factor 5 P LucasArts £ 44.99 I 246 NP 1
Great-looking if highly derivative thrill-a-minute thumb-masher that's so very Wars

SUPER SMASH BROS MELEE
D Hal Laboratory P Nintendo £ 39.99 I 247 NP 1
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

GBA

GOLDEN SUN
D Camelot/Nintendo P Nintendo £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D Nintendo/Intelligenre P Nintendo £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D Nintendo P Nintendo £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D Nintendo P Nintendo £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

TONY HAWK'S PRO SKATER 3
D Vicarious P Activision £ 34.99 I 246 NP 4
Technically impressive. Loadsa challenges and tricks but the isometric viewpoint can sometimes be slightly awkward

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D Firaxis P Infogrames £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D Bohemia P Codemasters £ 29.99 (Gold Edition) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

SYSTEM SHOCK 2
D Irrational P EA £ 19.99 (Compilation) B I 216 NP 1
Well plotted role-player shooter adventure-cum-chiller with the atmosphere Deus Ex lacks

HALF-LIFE
D Valve P Vivendi I 206 £ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

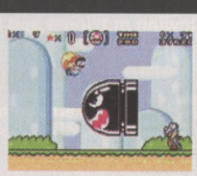
This month: **Mike Cooper**, CVG Writer

WINNING ELEVEN 6
D KCET P Konami £ 80 (import)
UK Release: Sept/Oct NP 1
"Sequel to PES, it's more open, faster and the perfect evolutionary step"

VIRTUA FIGHTER 4
D Sega AM2 P Sony
£ 29.99/ I 246 NP 2
"Driving my Lei-Fei skills to perfection means my import Tekken 4 is gathering dust"

ADVANCE WARS
D Nintendo P Nintendo
£ 29.99 I 240 NP 4
"I can't put it down. And strategy games aren't supposed to work on handheld"

SUPER MONKEY BALL
D AV/Sega P Infogrames
£ 39.99 I 246 NP 4
"Most fun I've had with one hand and a monkey. Seriously challenging"



SUPER MARIO ADVANCE 2
D Nintendo P Nintendo
£ 34.99 I 244 NP 4
"Level design is almost perfect, the cast unforgettable. A gaming giant in your palm"

BEST IMPORT

RESIDENT EVIL
GameCube D Capcom P Capcom £ 69.99 (import)
UK release: Sep/Oct NP 1
Chilling, atmospheric reworking of the seminal PSone orginal, but so very much more

CVG THE TEAM

These jammy dodgers got paid to rate this month's games

FAVOURITE SOUL CALIBUR 2 CHARACTER?	MAXI	KILIK	ASTAROTH	HONGYUNSUNG	VOLDO	NIGHTMARE	IVY	MITSURUGI
WHO ARE YOU?	**Lee Skittrell, Acting Games Editor**	**Mike Cooper, Writer**	**Pete Walker, Deputy Editor**	**Paul Davies, Contributing Editor**	**Alex Huhtala, Freelance**	**Dean Scott, Freelance**	**Maura Sutton, Freelance**	**Steve O'Hagan, Freelance**
PLAYING FOR PLEASURE?	Luigi's Mansion Super Monkey Ball Halo	Winning Eleven 6 Advance Wars Resident Evil	Pikmin Counter-Strike: Condition Zero Tribes 2	VF4 Tekken 4 Resident Evil	Pikmin Super Mario Advance 2 Winning Eleven 6	Cosmic Smash VF4 Winning Eleven 6	Final Fantasy X Luigi's Mansion Lost Kingdoms	Spider-Man Golden Sun Luigi's Mansion
MARIO SUNSHINE RUMOURED TO NEED 3D SPECS TO PLAY IT?	*"Maybe true 3D gaming's the only original thing left for them to try"*	*"A crap idea. If true, I'll picket outside Miyamoto's house"*	*"At least it would explain the recent weak screenshots"*	*"Imagine the themed third-party glasses with cheesy Mario nose and 'tache"*	*"You'll never catch me wearing stupid 3D specs"*	*"My brain couldn't handle it"*	*"Mario games always try to push the boundaries"*	*"I want it to be true but it's unlikely"*

PIKMIN

Trapped on an **alien planet**, your only **chance of survival is...** carrots!

GAME INFO BOX

NUMBER OF PLAYERS: 1-32
COST: £39.99
PUBLISHER: NINTENDO
OUT: JUNE 14
DEVELOPER: NINTENDO
URL: WWW.PIKMIN.COM

GAME OF THE MONTH CVG

Mario creator Shigeru Miyamoto, despite being surrounded every working day by computer screens and consoles, clearly loves nature. Just witness the tranquillity and beauty that feature in the landscapes of the Zelda series or some of the strange plant-based creatures that crop up in Mario's adventures.

His latest offering, Pikmin, is the most nature-inspired of the lot. You play a spaceman who crash-lands on a planet, and whose only chance of survival in the strange environment lies in a race of little creatures that are grown from seeds. Titchmarsh-tastic!

Upon arriving on the planet, Captain Olimar discovers that his life-support system will only last for 30 days. His spaceship, the Dolphin, has been badly damaged by the crash, the impact scattering vital parts across the new world. In total, 30 parts of his ship are missing. It will be a tall order to find them all before his life-support system fails. If only he could find some help...

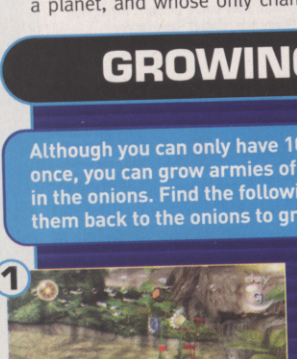
Defend your booty from these vermin

Turn your back and the Pikmin will go pick a fight

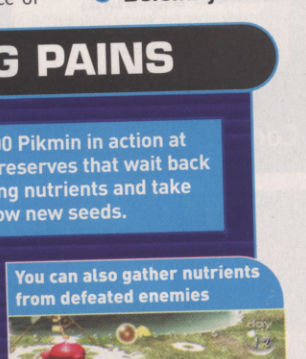
There are five parts of the planet to explore

GROWING PAINS

Although you can only have 100 Pikmin in action at once, you can grow armies of reserves that wait back in the onions. Find the following nutrients and take them back to the onions to grow new seeds.



1 Knock the flower and nutritious pellets will fall to the ground

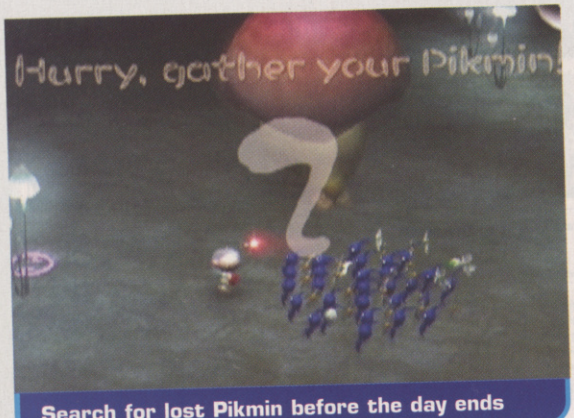


2 You can also gather nutrients from defeated enemies

HOMEGROWN

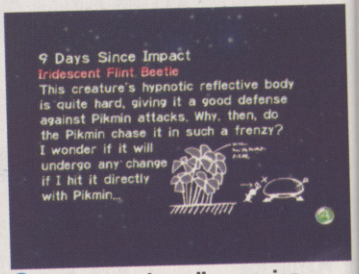
That help comes from a race of creatures that Olimar discovers on his first day on the planet. He names them Pikmin. These small life forms

The Pikmin get excited by the weird creature sex show. Understandably so



Search for lost Pikmin before the day ends

Olimar surveys this strange new world



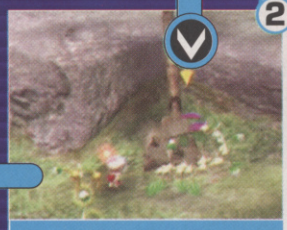
Olimar makes discoveries about Pikmin and other critters

COLOUR CODED

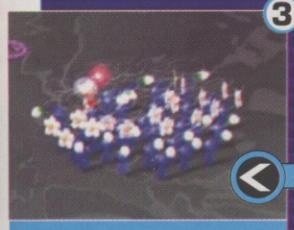
Pikmin have different characteristics, depending on their colour. You won't complete the game by breeding just one type, so balance your growing.

1 Stronger than the other colours, Red Pikmin can also withstand fire and high temperatures

2 Yellow Pikmin can be thrown higher and are able to handle bomb-rocks too



3 Unlike the other Pikmin, blues can survive in water, great for water exploration



The fruits of a good day's work. It all pays off, you know

live in tripod-like nests that remind Olimar of onions, while he thinks the Pikmin look like carrots! Feeding nutrients to the onions causes seeds to be expelled. The seeds soon sprout. When Olimar tugs the sprout, he gives birth to a brand new Pikmin.

Luckily for Olimar, the Pikmin are a very attentive bunch. If he whistles they gather around him; when he walks away they follow. By giving simple orders you can achieve a wide range of tasks using the little creatures. Tasks essential for Olimar's survival, as you'll soon discover as you begin to explore the planet and find the missing parts of the Dolphin.

FINDING £1,000
BETTER THAN **PIKMIN** WORSE THAN
SHEEP (GBA)

LIONS AND TIGERS

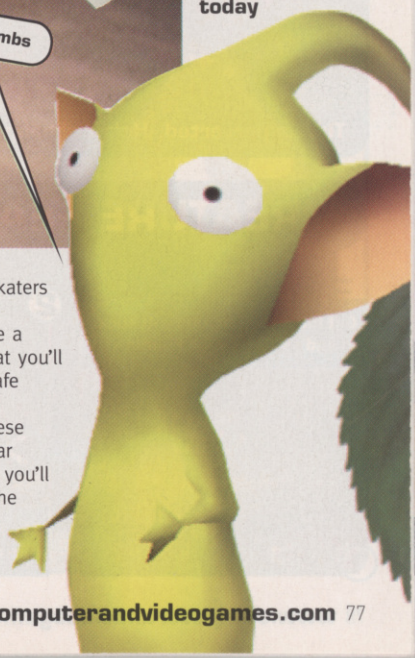
The Pikmin may be a supportive, non-threatening bunch but the same can't be said for the rest of the planet's bizarre inhabitants. Behind every corner you'll find a strange, exotic creature that is not only a threat to Olimar but to his Pikmin friends too. The alien insects may resemble some life on earth, but that's their only similarity. As you explore you'll witness giant ladybirds, beetles, worms, spiders, long-legged pond skaters and other assorted hybrids. Most have a surprise attack that you'll want to keep a safe distance from.

As some of these creatures roam near missing ship parts, you'll have to command the Pikmin like a military general. Throwing the Pikmin at

Pikmin: better than Kwik-Fit fitters, you know!

Many good little Pikmin died on this battlefield today

Strike off two more dead Pikmin. That'll teach 'em



FLOWER POWER

Although all Pikmin are grown in the same way, if you leave them in the ground for longer before picking, they will evolve. This way, they can become faster and stronger. You can view their state of development by what is growing from the sprout above their head.

1 This is the youngest, weakest state in a Pikmin's life cycle

2 If left for a little longer, the Pikmin will soon grow a bud

3 The final stage of growth; this Pikmin is the fastest of the lot

your foes will wear down their defences, but be careful that you don't lose too many in the process.

The Pikmin aren't shy of death though, and they'll lay down their life if ordered to. In a battle you'll often see the ghostly forms of dead Pikmin rising from their lifeless bodies. It's up to your skill and conscience as to how many of your friends make it safely back to the onions. If you're like us you'll be trying your hardest to ensure that there are zero casualties.

Explore five parts of the planet

The reds aren't getting anywhere with that wall

Vegetable alert: the onions have landed!

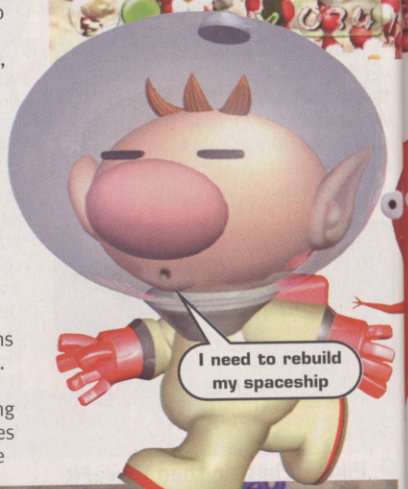
The blue Pikmin swim to an island and build a bridge

This is perverted. He's dribbling something out of his mouth!

The Pikmin will also aid Olimar to surmount obstacles other than the wildlife. Walls are a frequent menace, as they often block your path and take valuable time to clear. You'll also come across other blockages in your path, such as large boxes, or you may be required to make bridges to reach new areas. Lob enough Pikmin at any of these situations and you'll soon get past.

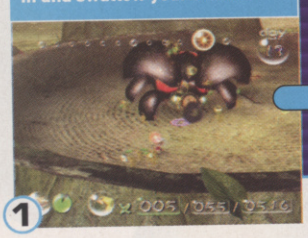
LIFE FINDS A WAY

As you can see, Pikmin is a simple game made devious by the situations that you must deal with to progress. It's also the most original game to feature on GameCube so far, boasting a unique look and plenty of surprises that some of the higher profile Cube



CREATURE FEATURE

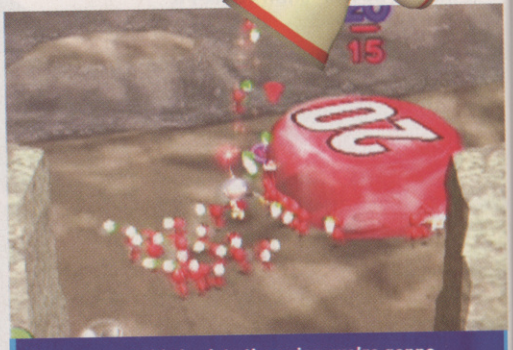
A gallery of some of the weird and wonderful creatures that are awaiting you – beware!



1 Get too close and this will suck in and swallow your Pikmin

2 The Fiery Blowhog, a weird pig-like creature that blows fire

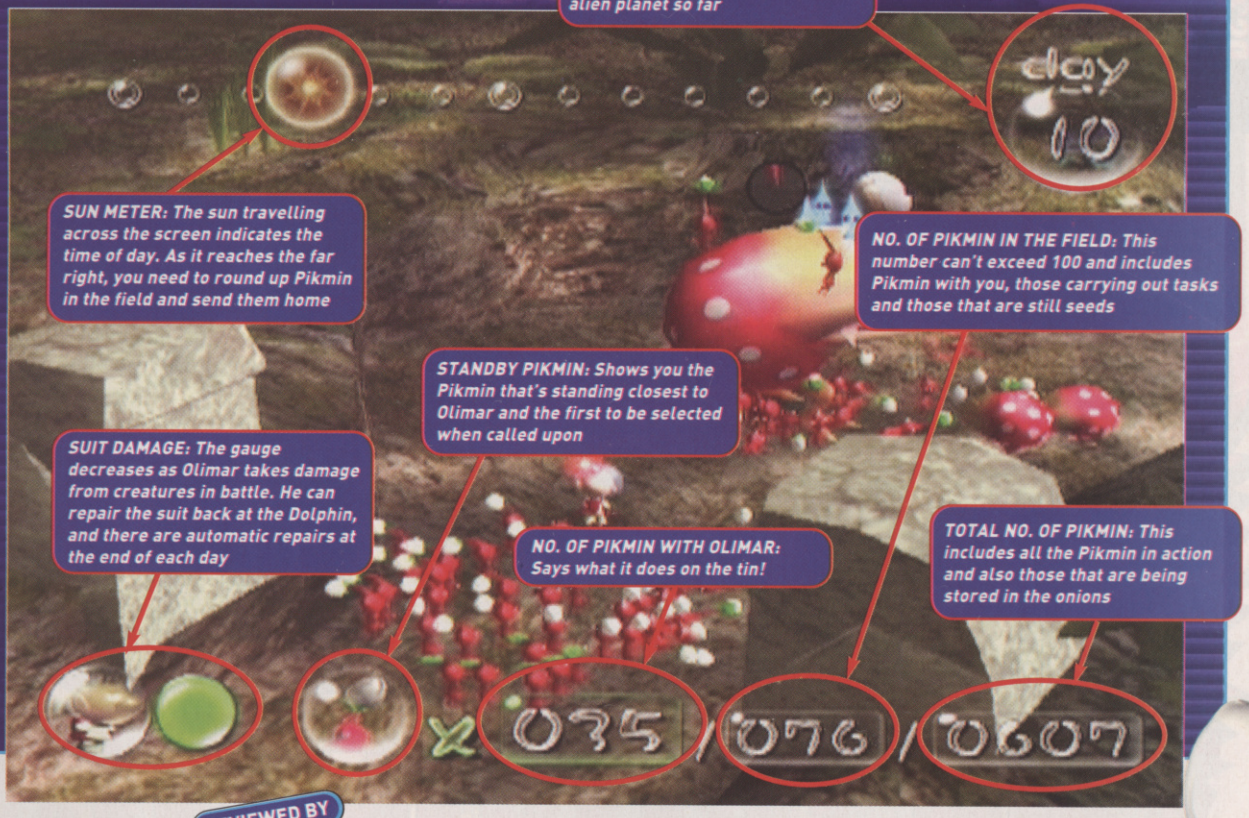
3 Attack when its wings are open, or you'll be punished



"Once we get this back to the onion, we're gonna party!" Pikmin know how to have a good time

A DAY IN THE LIFE

Although it starts off simply enough, Pikmin quickly develops into quite a complex game. All credit to Nintendo, then, for making a selection of difficult tasks and innovative gameplay easy to understand. Just check out all the at-a-glance information that's contained on the screen.



Building bridges, Pikmin style

A pearl has spawned another 50 new seeds

A squadron of yellow Pikmin go to get rocks to blow up a wall

titles have sadly lacked. Well, you didn't expect anything else from Shigeru Miyamoto, did you?

The real downside is the game's length. Thirty game days to finish the set tasks doesn't seem long and in truth it isn't – provided you don't get stuck! There's a challenge mode that adds a little replay factor, where you try and grow as many Pikmin as possible per day, but it doesn't really play differently to the main game.

These are the main gripes to what is still an exceptional title. Perhaps of more interest though, is that for a game that looks cute on the surface, it's actually quite dark, especially when the spirits of dead Pikmin float across the screen. Nintendo has been criticised in the past for making things too childish; well, Pikmin features death! It's also a strategic and puzzle-filled game that will be to challenging for all ages.

Due to its length it doesn't score higher, but, based on its originality, scope for fun and must-play factor, it's an essential purchase and our Game Of The Month. Enjoy. CVG

Despite Olimar's protests, the blue Pikmin go ahead and build a water slide

CVG VERDICT

Strategy and survival meet plant growing and cuteness, for a unique blend of great gameplay, innovation and Miyamoto magic. **Alex H**

8 OUT OF TEN

GOOD VS BAD

- Highly original
- Dark & surprising
- Broadly challenging
- Lacks longevity
- Too cute for some?
- Strategy isn't for all

IF YOU LIKE THIS TRY THESE...

The Sims (PC), Sonic Adventure 2: Battle (GC)

PS2

The outdoor backdrops boast by far the most impressive visuals in the game

Where spiders excrete silk from their butts, Spider-Man emits something altogether more pungent

SPIDER-MAN: THE MOVIE GAME

Marvel at the king of the swingers, in tip-top form on PS2

GAME INFO BOX

NUMBER OF PLAYERS: 1

COST: £39.99

PUBLISHER: ACTIVISION

OUT: JUNE 7

DEVELOPER: TREYARCH

URL: WWW.UNIVERSEOFHEROES.COM/GAME_SPIDERMAN1.HTML

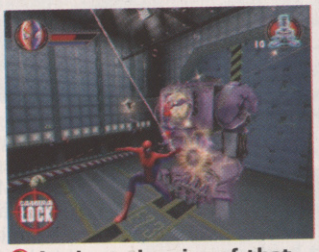
A comic book shop in New York was recently robbed of its entire collection of Spider-Man comics. A gang of crazy Frenchmen have been crawling up the sides of sky scrapers without safety ropes. And teenage boys across the world have been caught spraying sticky gunk all over their bedrooms.

Yes, Spidey fever has gripped the globe in a web of messy excitement, and truth is, fans of the hairy-palmed lycra-clad super dude have never had it this great. The Hollywood movie spectacular, directed by Evil Dead genius Sam Raimi, is just about to burst onto the silver screen, but more importantly, Spidey's next gen action adventure has finally arrived on PlayStation 2.

You won't reach the streets

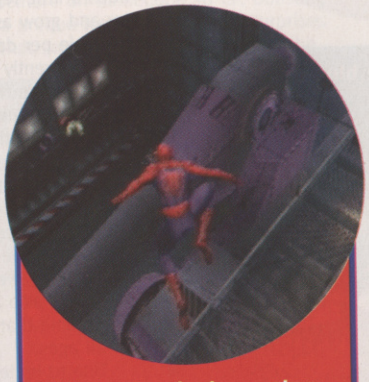
One of your objectives is to disarm a load of bombs

Spidey explodes in a fit of joy



Look at the size of that metal momma!

You swing through the flames of a burning bridge



Hide in the shadows, then drop down into the heart of the action. Bring it on

Batman can stick his batarang up his backside and Superman might as well throw himself under a speeding locomotive, because this latest outing for the wall-crawling web-head is his finest yet, firmly establishing Spidey as the kingpin of videogame superheroes. So run over to your wardrobe, slip into your Spider-Man jim-jams, shimmy up the nearest lamppost and shout, "I'm the king of the world!" – or something.

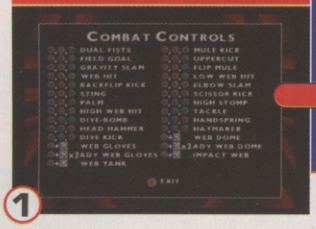
SHADOWMAN

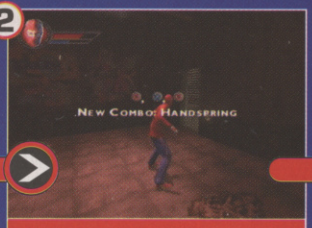
A network of corridors filled with laser trip wires, alarm-triggering searchlights and automatic defence weapons stands between you and the completion of your mission objectives. And if that weren't enough, the area

CAN HE KICK IT?

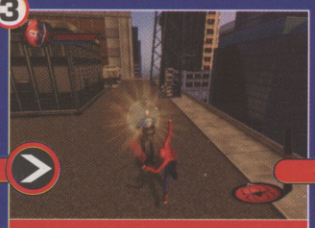
With almost 30 unlockable attack combos, the webby one has never been so well equipped for dealing with the hoards of bad guys on the loose in Manhattan. A simple button combo will pull off the corresponding move.

1. Hit start and go to the combo page if you forget a move



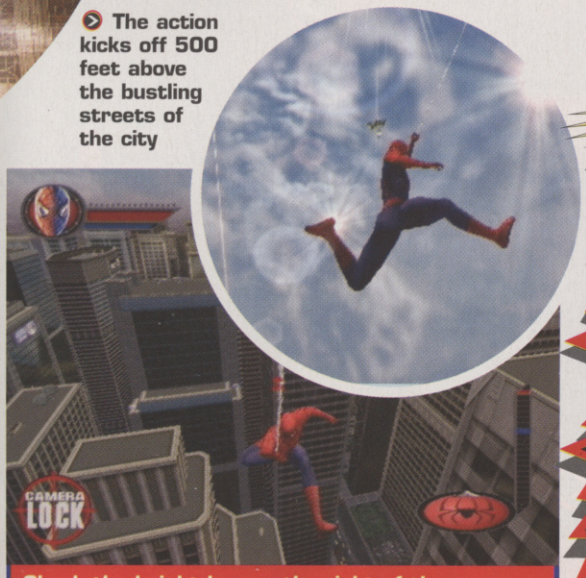
2. 

Collect a gold spider icon for the button combo of a new move

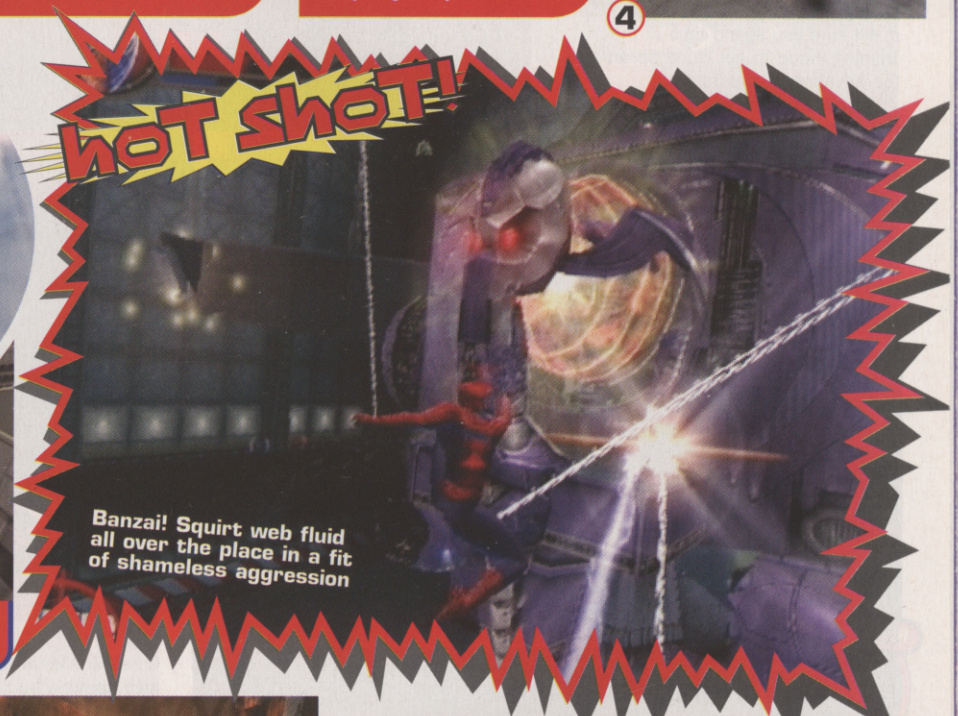
3. 
Smack a goon in the gob with a heavyweight Haymaker

4. This front-flip kick is ideal for clearing areas of bad guys

The action kicks off 500 feet above the bustling streets of the city



Check the height bar on the right of the screen to see where you are compared to your enemies



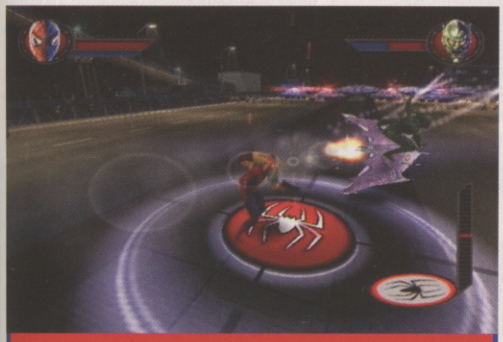
Banzai! Squirt web fluid all over the place in a fit of shameless aggression

is crawling with security guards. Trying to tackle the deadly obstacle course head-on can only end in a painful demise.

So being the sharp-thinking superhero that you are, you zip-line up into the shadows where you can't be seen, and stealthily negotiate your way through the level by sneaking rapidly from one hiding place to another.

Both of the PSone Spidey games had a bit of stealth action chucked into the mix, but Activision's latest offering frequently encourages and often forces you to implement sneaky tactics by utilising dark shadows to avoid detection, or to subtly take out enemies. More emphasis on this element was almost inevitable in the wake of MGS2 mania, but the good news is that the sneaking aspect doesn't feel at all laboured. The stealth sections feel tense and manage to fit in seamlessly with the classically explosive kick-ass action that fills every stage.

The fire effects as you leg it up this blazing tower are a gorgeous sight

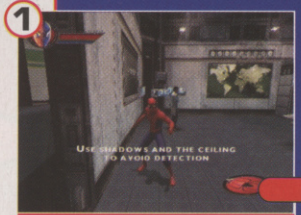

Drop Marie Jane off in a safe place before you go to kick some ugly Goblin butt

IF IT AIN'T BROKE, TWEAK IT

The developers have made a point of not changing the solid gameplay foundations of the previous Spidey games, opting instead to improve by adding a load of new features that

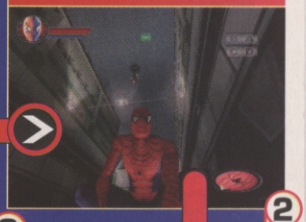
SHADY CHARACTER

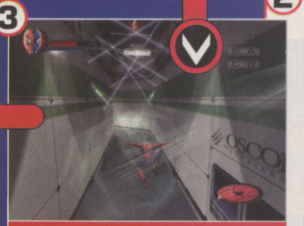
Certain delicate situations need to be dealt with sneakily and with a cool head. So instead of bowling into the fray like a bull on heat, you've got to hold back and use stealth tactics. This means hunting down the darkest shadows and camping out there until the coast is clear before moving on.

1. 

You can't say you haven't been told what to do

2. Head up into the darkness and wait for the right moment



3. 
Try not to trigger the auto defence mechanism...

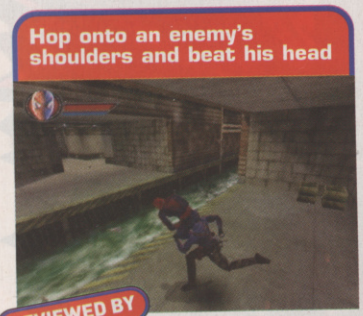
4.
... which results in a whole world of pain for Spidey

help make the PS2 outing an altogether faster, more in-depth, and sweeter-looking sequel.

One of the most noticeable changes is your nifty new-found ability to fight in the air as you swing and soar between the enormous skyscrapers that densely populate the impressive outdoor environments. Now you can fire web fluid and bust heads mid-flight with crushing kicks and power-packed punches.

This adds a fresh dimension to brawling and battling, as you have to learn a completely new fighting discipline that requires a lot of practice before you get any good. So make sure you spend time in the Training mode to get clued up on all the advanced aerial moves.

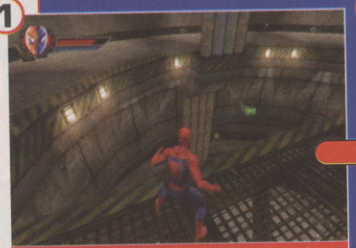
But what's far more exciting is the fact that the introduction of aerial combat has enabled the developers to create some great set pieces high above the swarming metropolis. There are loads of dazzling sky-high fights, like when you go head-to-head with Vulture under a stormy night sky, and when you take on the lightning-quick Green Goblin in the awesome finale high above a burning bridge.



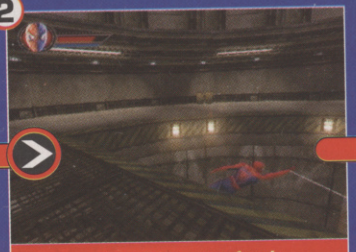
Hop onto an enemy's shoulders and beat his head

WALL-TO-WALL ACTION

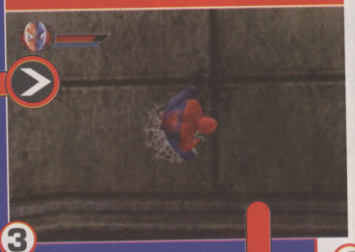
Stranded in a sticky situation and need a quick escape, or need to get to the other side of a room in less than a second? Spidey's new zip-lining skills mean that he's more versatile than ever before. He can zip-line across huge areas and shoot up the sides of buildings in next to no time. Push the directional button and hit R1 to pull off a standard zippy manoeuvre, or pinpoint your perfect landing spot by clicking down the right stick and entering a view mode that lets you aim a spider icon anywhere in your surroundings. Then fire off your web rope, and you're there.



1 Click the right analog stick and aim the icon where you want to go

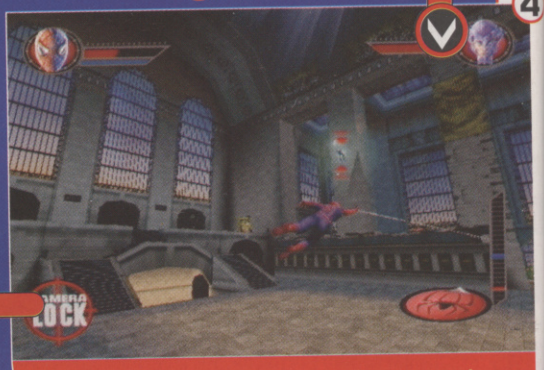


2 Pump out a sticky rope of web fluid by hitting the R1 button...

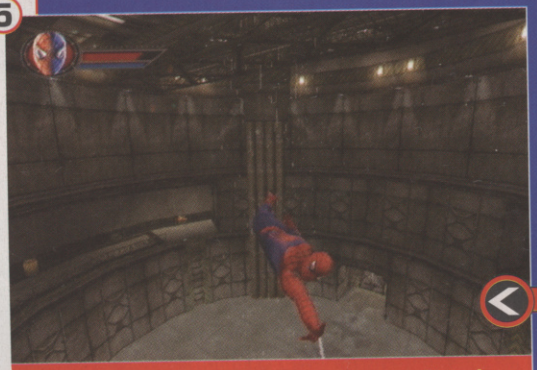


...and propel yourself like a rocket to your final destination

3



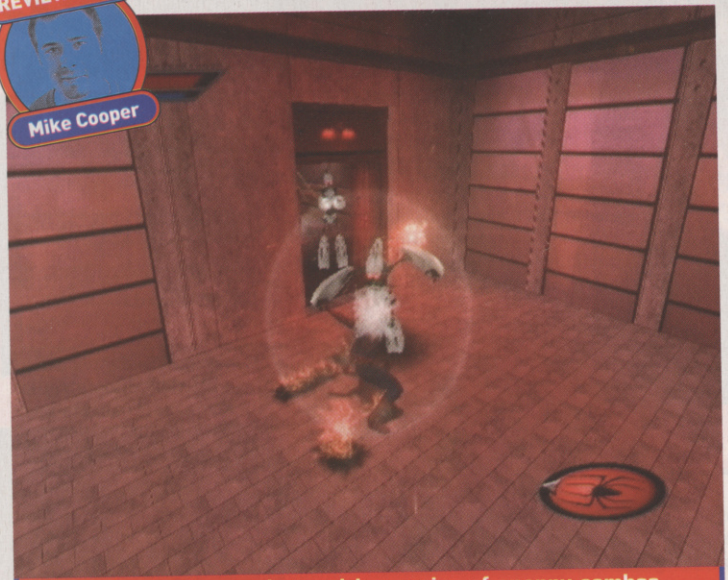
4 This ability is handy when taking on nippy opponents



5 Get the knack of using the zip-line and you won't stop!

REVIEWED BY

Mike Cooper



Short-circuit these robots with a series of snappy combos. Well, they shouldn't have got in your way

SECRET SPIDEY SKILLS

Along with his slick aerial acrobatics, Peter Parker's alter ego can now pull off bundles of ice-cool combo attacks at ground level. And rather than equipping you with all the skills from the start, you've got to work your rubber-covered limbs to the limit in order to earn and learn all the attacks up for grabs.

You acquire a new technique when you manage to locate a gold spider icon. Some you'll come across easily, but others are well hidden, encouraging you to thoroughly explore every nook and cranny of each level. Plus as different combos are more effective in specific fight scenarios, it's worth hunting around each stage and trying to rack up a full house of mad skills.

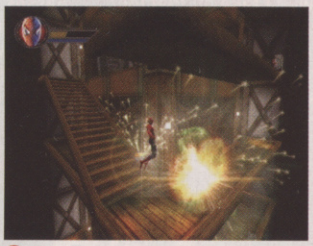
On top of all his flash combos, the web master is now also equipped with the awesome ability to zip-line in

The webby one legs it from a laser blast

There are a few 'chase' scenarios in the adventure

MEGA-MOVE MAGIC: The movie action-sequence of Spidey brawling with the Green Goblin looks stunning. Check it out

Leg it into an alcove to avoid Shocker's attacks



Spidey gets a face full of shrapnel in a fierce explosion

The Green Goblin soars towards you and tries to take you out

STUCK ON YOU

Sometimes your enemies move around so quickly that you often lose track of where they are. But with the new Camera Lock function you can fix a sight on your nearest enemy by hitting the L1 button, which means that they stay in view, regardless of which direction you are facing. This feature is invaluable when taking on bosses and battling in the skies.

1

Activate the Camera Lock and your enemy will stay in view

2

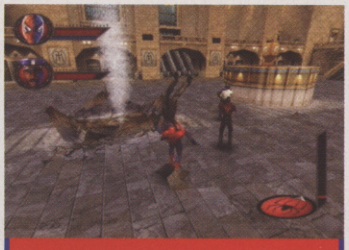
You can use it on your bog-standard bad guy, of course...

3 ... but it's most useful in the midst of an airborne tussle

4

Taking out 50 Razorbats would be almost impossible without this camera feature

METAL GEAR 2 (BETTER THAN)
SPIDER-MAN (WORSE THAN)
BATMAN VENGEANCE



Get all WWF by suplexing one of your attackers

absolutely any direction, which makes the game feel a shed-load faster than either of the PSone games, as you can traverse huge spaces in the blink of an eye. Mint.

THE GOON SHOW

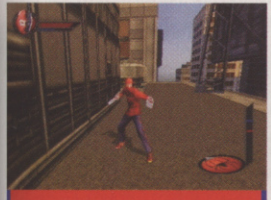
As you'd fully expect from any new Spider-Man game, it's packed with its fair share of goon-bashing, throwing you into countless encounters with gangs of gun-toting and fist-throwing crims. And although this next gen outing is a lot sharper, slicker and boasts more in-depth action than its cousins, fans of the old adventures can still look forward to a game that feels just as accessible, dramatic and intense as the original Spidey title on PSone.

However, all that glitters isn't gold. CVG has a couple of niggles that we need to quickly clear up before we sign off and run out of space. The visuals are good, but not nearly as great as you'd have hoped for; although Spidey and the bosses are brilliantly animated, the animation and detail of other characters isn't that far advanced from the PSone games. On the flip side though, the environments are sweet enough eye candy to keep your peepers satisfied.

Also, it seems that there has to be a trade-off when developers create a fully interactive 3D world where the main character can stick to every surface, because the camera angles often make it impossible to see what you want to, and are frequently frustrating enough to trigger a fit of all-out 'game rage'.

Still, once you've resigned yourself to the fact that some of the minor bad guys look a bit crap, and that there are always going to be situations where it feels like the camera is actually taking the mickey, you'll be able to focus on and fully enjoy the non-stop dynamite action that makes Spidey on PS2 such a blimmin' marvel. CVG

You retreat into your dome, then burst out in an attack



Spider-Man weaves himself some gloves

Shoot to the rescue of some civilians

CVG VERDICT

Unlike many movie tie-ins, Spidey on PS2 is very sweet indeed. It may not be the prettiest, but it feels fresh, exciting, and well-crafted. **Mike**

8 OUT OF TEN

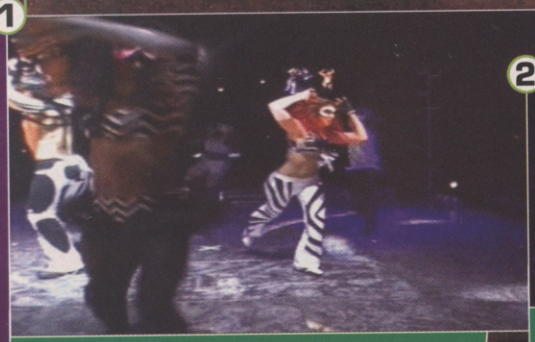
GOOD VS BAD

+	−
• Mint aerial combat	• Awkward camera
• Loads of new moves	• A bit too short
• Super-fast action	• Thugs don't look great

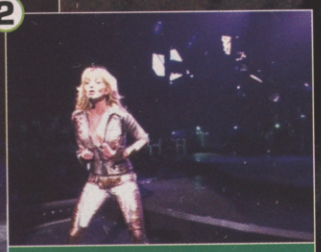
IF YOU LIKE THIS TRY THESE...
Shadow Man 2 (PS2), Sonic Adventure 2 (DC/GC)

UNLOCK THE BOX

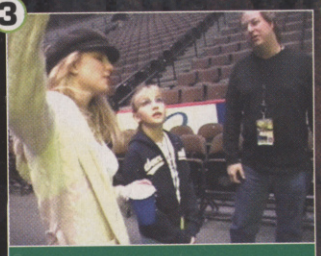
Playing the main game won't take all that long, but in an attempt to keep you playing, the developer has included a pretty nifty selection of rewards for perseverance. As you reach certain point thresholds, you earn backstage passes that unlock behind-the-scenes and 360° 'immersive video' concert footage. These videos were specially filmed during the 2001 tour. It's a bit like being there, except for the lack of dodgy vendors flogging merchandise.



1 Watch a bunch of mal-coordinated goons dancing



2 Britney up close. Tickets this good would normally cost a mint



3 Britney demonstrates the size of her money pile to her little sister

4 Complete the game and Britney will dance just for you

PS2

BRITNEY'S DANCE BEAT

She may be a **Slave 4 U** but her game will probably **make you Crazy**

GAME INFO BOX

NUMBER OF PLAYERS: 1-2

COST: £39.99

PUBLISHER: THQ

OUT: NOW

DEVELOPER: METRO GRAPHICS

URL: WWW.THQ.COM/GAMES

Is that a big belly-button ring or a piece of fluff?

Getting down to some dancing in the streets, Spears-style

It may seem almost unnatural to think it, but after playing Britney's Dance Beat over the course of a week or two we think there might actually be such a thing as 'too much Britney Spears'. There, we've gone and said it.

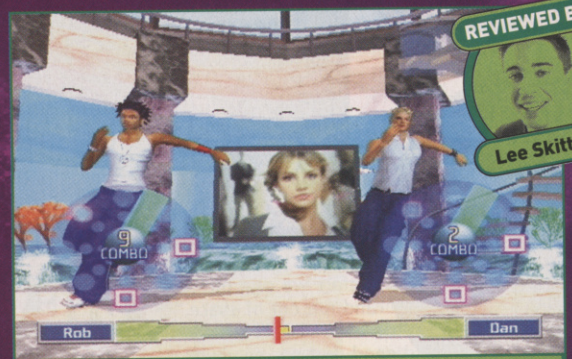
She's everywhere. On the loading screens, in the videos that play behind your on-screen characters, and she even materialises out of thin air if you do well during the game, shaking and shimmying her perfect, motion-captured booty.

Go on to complete the game and you unlock yet more Britney extras. Surely, though, there are only so many times a person can hear all of the game's Britney hits in one sitting before starting to question his or her own sanity?

DIE HARD WITH A DEMI-WAVE

It's a game for the die-hard Britney fan then, rather than for the rhythm-action aficionado. There are ten stages of simple button-pressing action and each of the game's paltry five songs is played through twice, albeit at a tougher difficulty second time round.

The action is shallow even by rhythm-action standards, and the game only really starts to get interesting later on when the button commands try to catch you out by moving around on screen. Two-player games are better fun, and the unlockables are great if you're mad for Britney, but there are much more enjoyable and better value rhythm games out there. CVG



Not the toughest kids but they can boogie

REVIEWED BY
Lee Skittrell

"You put your left foot in..."

CVG VERDICT

Like most other rhythm-action titles, gameplay is one-dimensional and repetitive. You could give it 7/10 if you're a Britney maniac, though. Lee

6 OUT OF TEN

GOOD VS BAD

+
- Britney's in it!
- Slick and glossy
- Cool unlockables

−
- Play is too simple
- Only five tunes
- One for the girls?

IF YOU LIKE THIS TRY THESE...

Gitaroo Man (PS2), Frequency (PS2)

Smudges mean dancers are about to move

We want to see more of the video behind

Do well and Britney bursts forth, shimmying

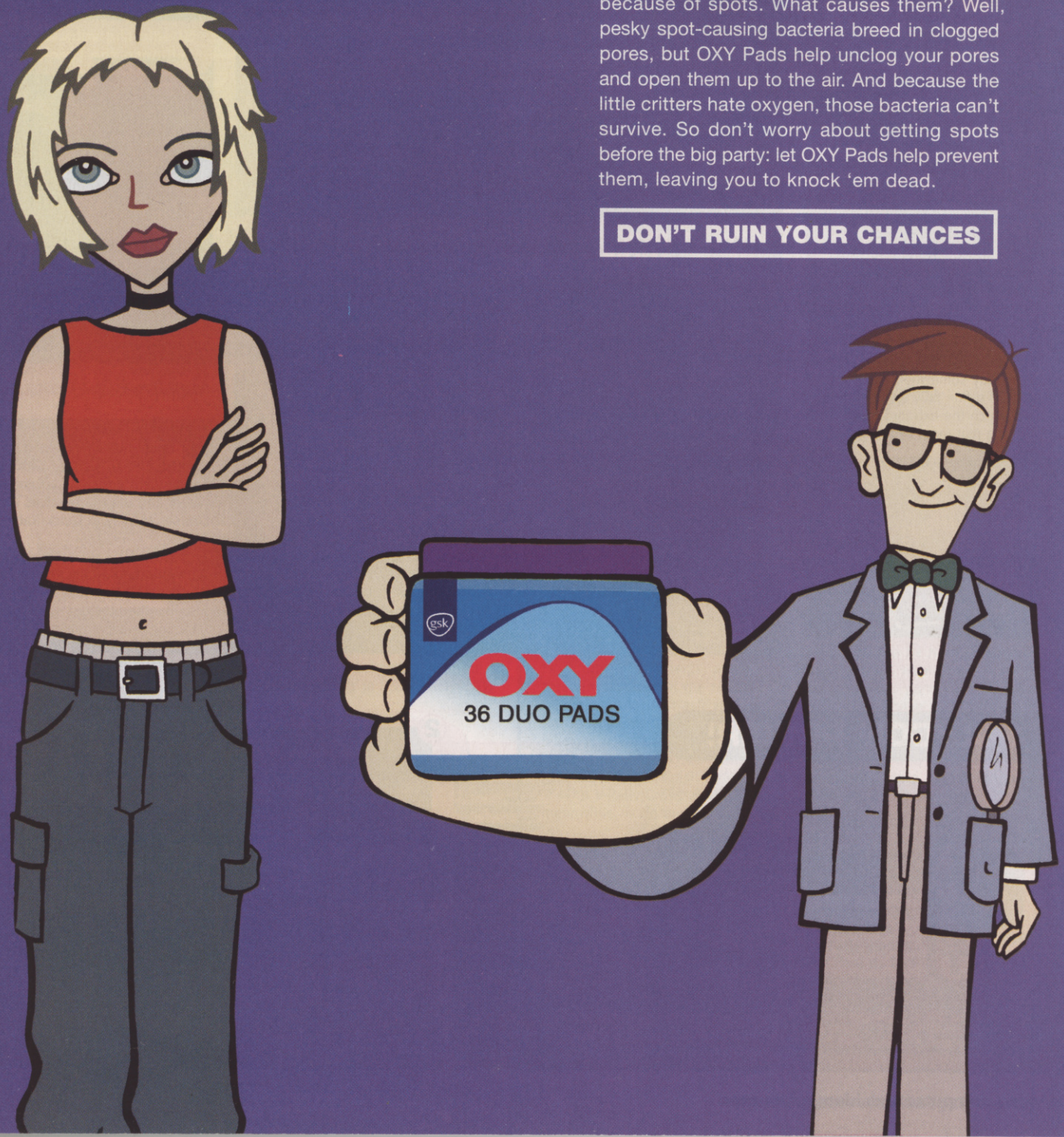
OXY is a registered trade mark of the GlaxoSmithKline Group of Companies.

WARNING:

CLEAR SKIN CAN SERIOUSLY IMPROVE YOUR CHANCES

So you won't want your chances ruined because of spots. What causes them? Well, pesky spot-causing bacteria breed in clogged pores, but OXY Pads help unclog your pores and open them up to the air. And because the little critters hate oxygen, those bacteria can't survive. So don't worry about getting spots before the big party: let OXY Pads help prevent them, leaving you to knock 'em dead.

DON'T RUIN YOUR CHANCES



OXY is a registered trade mark of the GlaxoSmithKline Group of Companies.

PS2

V-RALLY 3

Not recommended, unless you're playing Moto GP

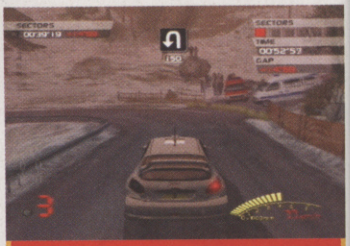
Mud, sweat and gears – it's the slickest rally game on PS2

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
DEVELOPER: EDEN STUDIOS
OUT: NOW
PUBLISHER: INFOGRAMES
URL: www.vrally.com

Virtual? Vicious? Guessing what the V in V-Rally stands for is pretty good fun, but if you really want a white-knuckle thrill ride, try actually playing the game instead. Take to the dirt in over 20 courses spanning six different countries in the most retina-tickling rally game you've ever seen.

Reflections aren't real-time but when it looks this nice who cares?



Shame the vehicles don't roll onto the track

England – but where are the landfi

DOUBLE-TEAM 'EM

First things first: V-Rally 3 looks absolutely stunning. The cars are gorgeous, the courses are bursting with detail and there's a real sense of life and activity in the tracks you blast through – from the crowds gathered on hillocks to gently cruising sailboats bobbing on the wide ocean.

Okay, so it will make you want to go on holiday somewhere nice, but there's also a fine rally experience on offer to match the extraordinary visuals. The real meat of the game is found in the V-Rally mode. Create your driver and then take a test run for a chance to sign up with a team. Try different teams to advance your career and unlock new cars and courses to play in Quick Race mode.

REVIEWED BY Lee Skittrell

The snow results in slippery tracks and nasty hairpins

Rolling your car is the best way to the bottom of the results table

PAN HANDLING

As with other V-Rally games, it's an all-encompassing rally experience and, just like the previous games, the handling remains the biggest issue. We're just not clever enough to understand the real car physics, but we know enough about driving games to understand when handling is

POLYGON POWER!

Some of the visuals look so real that you'll want to pull over and sunbathe on the Mediterranean cliffs or write your name in the Swiss snow. The tracks you drive are quite narrow, but the visible course is much wider, allowing for fancy trackside details like sprawling forests and shimmering lakes. The cars themselves are made up of around 15,000 polygons each and the whole game looks sweeter than sweet.

1

The sunset casts a warm golden haze over the lush green countryside

2

Blue skies, white knuckles – just don't get distracted by the loveliness

3

Trees as far as the eye can bit of snow for go measure

I'M BROKEN!

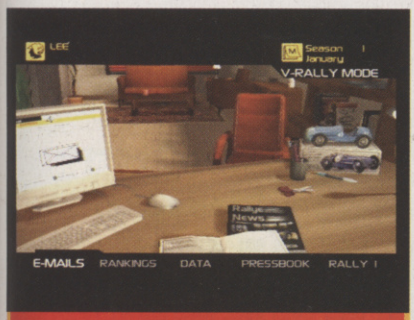
Including real-time car damage seems like a no-brainer, but it's still a pretty rare feature in racing games. V-Rally 3 gives you the chance to really trash your cars. Damaged vehicles mean hindered performance and loss of points but hey, what's more fun than ploughing at top speed into a tree, over and over again?

Smack into the scenery and you'll see slight damage appear

Bash yourself up loads and you'll actually feel the change in handling

landfill plots?

Experiment with all the usual viewpoints



Your office acts as a kind of hub for the main V-Rally mode

slightly off. None of the cars' default settings for suspension and steering feels weighty enough, lending the cars a floaty feel that's just not what rally is about. The handling is tweakable of course, so it becomes less of a problem with a little experimentation.

Not so forgivable is the lack of a split-screen versus mode, but V-Rally 3's Career mode and all the rewards for persistent play help it become one of the shiniest cars in PS2's garage. CVG

as the eye can see, and a or good measure

CVG VERDICT

8 OUT OF TEN

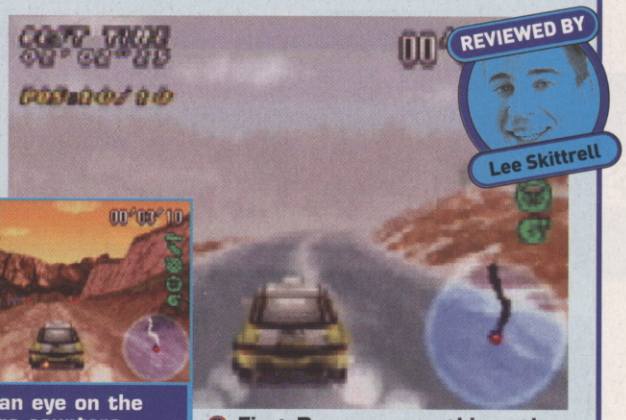
Gorgeous-looking and huge. Once you get used to the game physics, it's impossible not to enjoy this wild rally ride. **Lee**

GOOD VS BAD

- Looks delicious
- Comprehensive
- Will last and last
- Iffy handling
- No split-screen
- No track editor

IF YOU LIKE THIS TRY THESE...
V-Rally 3 (GBA), Rallisport Challenge (Xbox)

GBA



REVIEWED BY Lee Skittrell

Keep an eye on the damage counters

First Rayman, now this – the French make beautiful games

V-RALLY 3

Good looks, great play

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
DEVELOPER: INFOGRAMES
OUT: NOW
PUBLISHER: INFOGRAMES
URL: WWW.INFOGRAMES.CO.UK

Master corners and you'll feel like a rally lord

As in real life, rain makes driving harder

Like ugly people who make themselves feel better by telling themselves that at least they're intelligent, most Game Boy Advance games up to now have relied on their playability rather than the calibre of their looks. V-Rally 3, however, is about to change all that, being both beautiful and an absolutely blinding game to play.

TWO FOR ONE

The game is divided into two major parts: V-Rally mode and V-Rally Cross. The rally mode is a straight rally championship, simply pitting you against the clock and the elements. Race through each leg of the rally, taking care not to trash your car too much. Excessive damage leads to severe driving impediments that knock valuable seconds off your finish time.

The V-Rally Cross mode, meanwhile, is an arcade-style race around circuits with three other cars. To be honest, both of these modes would be acceptable as games in their own right but to have them both is little short of a minor miracle.

The game even has a two-player mode and time trials, along with more collectable cars than you could ever need. Outstanding stuff. CVG

V-Rally 3 is the first handheld racer to have an in-car view

CVG VERDICT

9 OUT OF TEN

The best on GBA, and one of the best rally games *ever*. Feel it. **Lee**

GOOD VS BAD

- Superb physics
- The best serious GBA racer
- It's got pop-up
- Dodgy rain effects
- Consumes your life

REVIEWED BY

Mike Cooper

Low-level flying can be a very effective tactic

Check your motion detector, then go hunt

The environments in Gun Metal are a bit too sparse

A mad missile-hurling attack

XBOX

GUN METAL

My, what a very **big gun** you've got!

Bogeys at 12 o'clock. Fly by and fill 'em full of lead

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £44.99
DEVELOPER: RAGE
OUT: NOW
PUBLISHER: RAGE
URL: WWW.RAGE.COM

If a flash sports car is considered a penis extension, get ready to feel like you've got a Godzilla-sized chubby, because in Gun Metal you get to control a 200ft-tall mech warrior with enough brute power to level an entire city in under a minute. And what's more, your robot can transform into a jet too, Transformer-style. Eat it!

Within each of the 25 missions in Gun Metal, you're faced with a number of simple objectives, such as protecting convoys and defending human bases, which basically always boils down to blasting the utter crap out of anything that moves.

SERVE AND PROTECT

However, although Gun Metal feels non-stop and intense, the lack of tactics or strategy means the action becomes quite repetitive. Furthermore, although the visuals are crisp and slick, there isn't a great sense of atmosphere, as a result of the reasonably flat, sparse landscapes that make up each level.

Nonetheless, as a mindless balls-out blaster, this is sure to send your testosterone levels off the chart. CVG

CVG VERDICT

Furious blasting action, but lacks depth and visual clout. **Mike**

7 OUT OF TEN

GOOD VS BAD

+	−
• Giant robots	• Flat environments
• Mad firefights	• Quite unoriginal
• Cool weapons	• Repetitive missions

XBOX

CIRCUS MAXIMUS: CHARIOT WARS

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: KODIAK
URL: WWW.THQ.CO.UK

Smack your rivals into the walls to get one up

Race chariots around classical courses while fending off attacks from rival racers at the same time. Forget single-player games – you don't have enough hands.

REVIEWED BY

Lee Skittrell

Real gladiators didn't drive *and* attack, did they?

Circus Maximus is much better played in multiplayer. The split-screen races can be played with four people, two for each chariot, one player keeping pace and steering while the other controls the warrior on the back of the chariot.

The single-player game, in contrast, is rendered almost unplayable by its control system. CVG

5 OUT OF TEN

REVIEWED BY

Lee Skittrell

You can almost smell the cigars in the in-cabin view

It's fantastic fun until you finish it. In one hour

18-WHEELER

GAMECUBE

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACCLAIM
OUT: NOW
DEVELOPER: SEGA
URL: WWW.ACCLAIM.COM

This tornado viciously hurls vehicles at your truck

Like most first sexual experiences, 18-Wheeler is awesome but over way too quickly. Blast around the US in giant trucks and tankers, racing against a rival trucker, the strict arcade time limit, and the elements.

There's only about an hour's worth of real game here, despite the inclusion of two-player games and a parking mode where you have to manoeuvre the truck into tight spaces. So rent it, finish it and return it. Just don't go buying it. CVG

4 OUT OF TEN

FREQUENCY

PS2

It's by far the **easiest** way to **fry your brain.** Rhythmically, **of course**

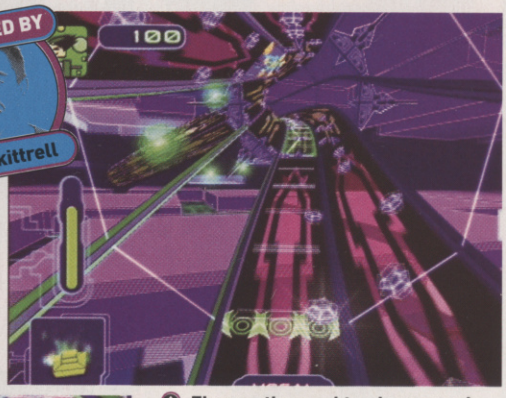
GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **SONY**
OUT: **NOW**
DEVELOPER: **HARMONIX**
URL: **WWW.SCEE.COM**

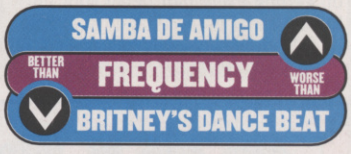
Welcome to the future of rhythm action. You race down a psychedelic, violently colourful tunnel. Thundering towards you are nipple-like nodes, which you must activate by pressing the corresponding low, middle or high button on the joypad as they pass over your 'Frequency Activator'.

Get the timing right and you can start to loop and layer the different tracks of the tune as you move the activator around the tunnel walls. It won't make proper sense until you try it for yourself. So, don't panic.

The intensely coloured backgrounds are great but you might find you don't want to play if you've got a headache



The way the vocal tracks respond to button presses is very clever

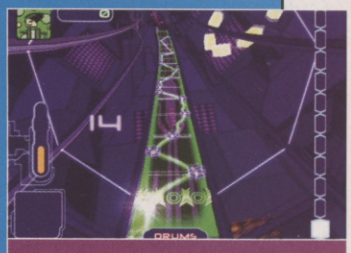


TOUGH ENOUGH

There are three different difficulty settings, ranging from difficult to damned-near impossible. To complete the game fully and open up all the songs for remixing, you need to play through each stage in each of the difficulty levels. Take a look at just how the different settings compare on the easiest song of the lot, Ex-Girlfriend by No Doubt.

Even on Normal setting your fingers will be tested but perseverance will pay off

The Advanced mode sneaks in a series of off-beats and awkward combinations of notes



Try the Expert setting for maximum chance of nosebleeds and eye-burstage

FUNK OFF, FREEQ

Frequency is the first truly cool rhythm-action game and to prove it, there's a roster of trendy musicians in there, from the dreamy trance of Paul Oakenfold to the scary scratching of DJ Qbert's renowned turntablism. And if you fancy yourself as a bit of a remix king then you can actually remix all of the tracks in the main game in a separate mode. You can even go back to the main game and play your custom remixes as game songs.

It's an awesome experience and with multiplayer modes too this is the most complete rhythm-action game ever. It's guaranteed to mess with your head, but only in the best possible way.

Multiplayer games are a novelty but not the best bit

CVG VERDICT

8 OUT OF TEN

Not just a great rhythm-action game, but also a superb remix tool. It's far cooler to be seen playing than other rhythm games and will last ages. **Lee**

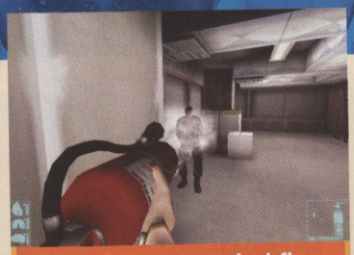
GOOD VS BAD

- Bangin' beats
- Eye-melting looks
- Remixing is ace
- Gets very tough
- A little samey
- No country music

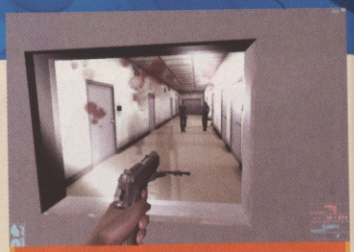
IF YOU LIKE THIS TRY THIS...
MTV Music Generator 2 (PS2)

PC

DIE HARD: NAKATOMI PLAZA



Quench your enemies' fire with an extinguisher



Pop a few slugs into this dopey duo, quick-style

Yippee-ki-oh... A limp conversion of a killer movie

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: VIVENDI
OUT: NOW
DEVELOPER: PIRANHA GAMES
URL: WWW.PIRANHA-GAMES.COM

A budget game from day one, eh? Unfortunately the phrase 'you get what you pay for' is highly applicable to this game, with Die Hard short-changing you with an experience that isn't nearly as polished, good-looking or entertaining as any of its killer PC first-person peers.

Painfully faithful to the original '80s blockbuster in terms of storyline and characters, Die Hard prides itself on getting every plot detail spot on. But this anal preoccupation seems to have steered the developers away from something slightly more important: gameplay.

Even when it's three on one, the fights are a breeze to win

You run around solving blindingly simple puzzles and get caught up in claustrophobic gunfights set in tight, drab corridors and offices. Problem is, although most of the run-ins are reasonably dramatic and packed with gunfire, your general interaction with the enemies feels extremely basic and battles lack the kind of atmosphere found in the likes of Medal Of Honor or Return To Castle Wolfenstein.

With 40 levels you'd expect plenty of action to keep you coming back for more. However, considering it'll take you longer to make a cup of tea than to get through an entire stage, there's not nearly as much action as you're led to believe. Nonetheless, for Die Hard fans, this cheapo single-player blaster could be worth renting. VG

PC

SOLDIER OF FORTUNE II: DOUBLE HELIX

My, what nice muscly arms you've got. You don't mind if I shoot them off, do you?

The gore that broke the camel's back

GAME INFO BOX

NUMBER OF PLAYERS: 1-32
COST: £29.99
PUBLISHER: ACTIVISION
OUT: NOW
DEVELOPER: RAVEN SOFTWARE
URL: WWW.RAVENSOFT.COM

Soldier Of Fortune shocked us first time round with its extreme limb-ripping carnage, and this sickly sequel follows in the bloody footsteps of the original game with even more novelty death animations and stomach-churning gore.

For some, the idea of literally tearing enemies to shreds with blasts from a shotgun is a turn-on, and if that's you then you're sure to lap up and love the brutal nastiness of SOF2. But when you peel away the über-violence gimmick, this sequel reveals itself to be a pretty damn ordinary blaster that does little to improve on the last SOF game.

Apart from some obvious changes, such as a completely new list of missions and maps, one of the most significant changes in this follow-up is the fact the game feels far less linear.

Splat! The weapons rock

The claret flows freely as a vicious gunfight kicks off

You're now encouraged to wander and explore levels in the single-player game to complete missions. Like on the first stage, where you need to find a way up on a roof. This involves you finding and carefully shimmying across a network of thin ledges on the outside of the building.

Multiplayer: greet fellow players with unfriendly fire

REVIEWED BY
Mike Cooper

There are a few huge weapons dotted about the place

What a small head that man has. Blow it off

CVG VERDICT

Bog-standard shooter Mr Willis would be ashamed of. Mike

5 OUT OF TEN

GOOD VS BAD

+	−
• Faithful to movie	• Plain environments
• Good voice-a-like	• Levels too short
• Tough action	• Too linear

REVIEWED BY
Mike Cooper

Sadly you'll need a high-spec PC to run Soldier Of Fortune 2 in anything approaching a high resolution

But while the firefights in SOF2 are manic and bloody, the overall experience doesn't feel very new or exhilarating, and the battles become slightly repetitive due to the predictable enemy AI. Too much importance has been placed on gore, and too little on pushing the gameplay in an exciting new direction to make this more than a stop-gap shooter.

CVG VERDICT

Extreme gore is what makes this unoriginal sequel stand out. Mike

6 OUT OF TEN

GOOD VS BAD

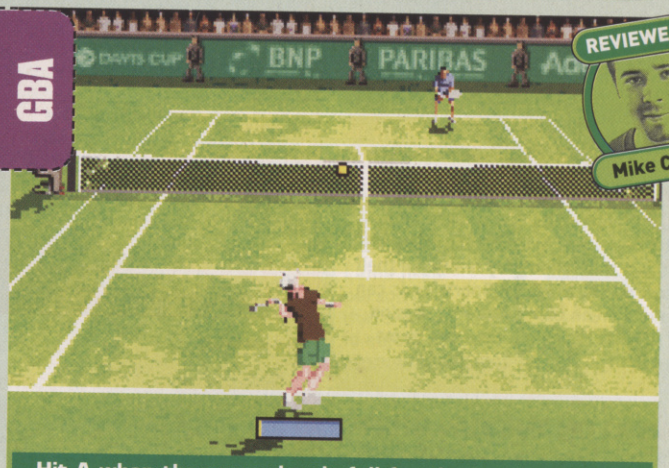
+	−
• Extreme violence	• Extreme violence
• Class weapons	• Predictable AI
• More exploration	• Very unoriginal

DAVIS CUP TENNIS

Hammer hairy balls

GBA

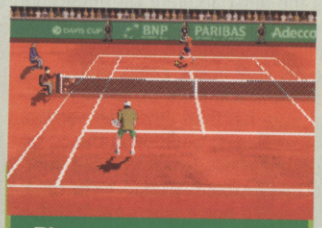
REVIEWED BY
Mike Cooper



Hit A when the power bar is full for the hardest serve

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: HOKUS POKUS
URL: WWW.UBI.COM



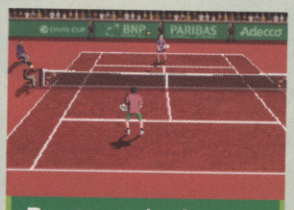
Play on the clay court till your balls turn red

A tennis title finally bounces onto GBA, and although it's not quite the Pete Sampras of tennis games, Davis Cup's ball-thumping action certainly makes it a contender for being one of the best sports titles on Nintendo's newest handheld.

It doesn't have the same charm as Mario Tennis on GBC, but Davis Cup has a straight-faced approach to the sport and is blessed with some slick 'realistic' visuals, serious action and an isometric viewpoint that works surprisingly well. The only criticism of the camera angle regards the occasional difficulty in judging distances. However, after you've sussed the ball physics, the action flows very naturally.

Once you're in position you can power up shots by holding down the button before the ball reaches you, similar to Virtua Tennis, but unlike Sega's classic, it's difficult to place and hit dramatic shots.

Davis Cup Tennis may not do anything groundbreaking within the world of tennis games, but for sports fans looking for a simple and entertaining knockabout, it's the business.



Run towards the net for the volley

CVG VERDICT

Flawed, but still some of the best sporting action on GBA. Mike

7 OUT OF TEN

GOOD VS BAD

+	−
• Good all-rounder	• Quite slow
• Easy to pick up	• Few extras
• Looks lovely	• Too serious

PS2

F1 2002

Rain effects splash the screen

Tear up the tarmac in the finest F1 game in... a few months

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
DEVELOPER: EA SPORTS
OUT: NOW
PUBLISHER: ELECTRONIC ARTS
URL: WWW.EA.COM/EASPORTS

You might reckon EA's annual update of its key sports games is a bit of a scam, but there's no denying the fact that when they really put their heart into it, those EA Sports bods can make a mean game. The PS2 version of F1 2002 is one of these rare gems and a giant step up from the 2001 game.

BRING ON THE FUN STUFF

We could bang on for pages about F1 2002's authentic cars and tracks, the photo-realistic graphics and the fact it has the most accurate car physics in any F1 game yet released. But that's boring and although there's loads of serious stuff in the game, this latest F1 offers loads more instant thrills and pure fun than any other version.

The biggest addition is the slingshot effect, which you can now use to slipstream around rivals for a swift speed-boost when overtaking. Getting it right really adds to the satisfaction of playing.

There are also new rewards for winning set challenges in the form of the new EA Cards system. Fulfil all the criteria for each challenge to win either a bronze, silver or gold card, which then unlocks new cars and extra features.

To cap it off, Challenge mode has been souped up superbly and you even get Burnout-style cutscenes if you crash your car spectacularly enough. All this, coupled with the most exhaustive F1 racing modes yet, gives you one of the best driving games in ages.

MY SLING'S HOT

Slingshot effects aren't just good for propelling your spacecraft back in time. The effect can also be put to good use when racing round tarmac tracks at blistering speeds. It's the newest and most welcome addition to EA's F1 brand and mastering it can really give you the upper hand in races.

1

Follow in the white streams of the car in front and the bar fills up...

...Letting you slam past them into the coveted pole position, leaving your competitor for dust

2

Grit in your tyres will hinder your performance

The weather effects in particular are astonishing

All the usual camera angles are in there. This feels the fastest

There's no cigarette sponsorship

The higher the slingshot bar, the bigger the boost

Make him pay later by beating him in the race

The smoothest, sexiest F1 experience to date

REVIEWED BY

Lee Skittrell

It's okay to get geeky about the F1 authenticity

CVG VERDICT

Spoddy enough for Formula 1 geeks while remaining sufficiently accessible for everyone else. Takes F1 games to the next level. **Lee**

8 OUT OF TEN

GOOD VS BAD

- Authentic F1 stuff
- Awesome graphics
- Cool enhancements
- Still quite serious
- Harsh learning curve
- Too hard in places

IF YOU LIKE THIS TRY THESE...

GT Advance 2 Rally Racing (GBA), Burnout (GC)

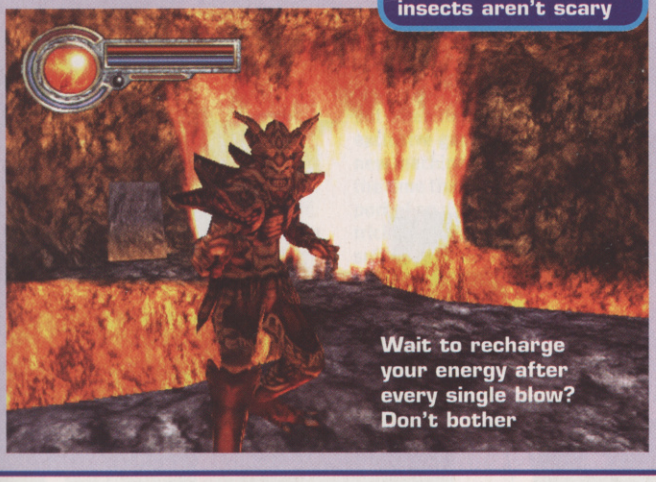
PS2

KING'S FIELD: THE ANCIENT CITY

A role-playing disaster that's fit for no King

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: METRO 3D
OUT: NOW
DEVELOPER: FROM SOFTWARE
URL: www.fromsoftware.co.jp

Slow, retarded insects aren't scary



Wait to recharge your energy after every single blow? Don't bother

It could have been so good. Imagine tearing around a fantasy world in first-person perspective, defeating vile beasts in mêlée combat and using awesome magic attacks to toast victims from afar. Think how cool it would be to go on epic quests and solve role-player mysteries all viewed as if you were really there. Fantastic potential then, but King's Field gets it so utterly and devastatingly wrong that your faith in videogames may well be irreparably shaken.

MY GOD! A DEMON WOODLOUSE

Enemies look laughable, but are stupidly hard to trounce due to awful controls. No twin stick fluidity here as you use the digital pad to move and the shoulder buttons to look up and down. Graphics are bland and there's little interaction with your environment. The lack of save points and frequent unavoidable deaths kill the game dead. Awful, woeful – whatever you call it, don't go anywhere near it.

These snakes look cack but they will punish your health bar mercilessly

CVG VERDICT

Lame first-person RPG that's impossible to enjoy. Lee

2 OUT OF TEN

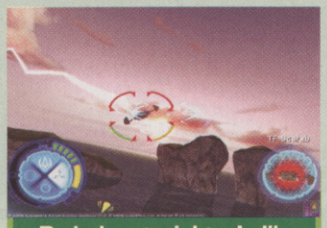
GOOD VS BAD

+	−
• Looks alright	• Painfully slow
• Um...	• Awful controls
• Er...	• Zero fun

XBOX

STAR WARS: JEDI STARFIGHTER

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £44.99
DEVELOPER: LUCASARTS
OUT: NOW
PUBLISHER: ACTIVISION
URL: www.lucasarts.com/products/jedistarfighter/splash.htm



Red sky at night, Jedi's starfight delight

Since Starfighter's original outing, much has changed in the realm of Wars games and 3D shoot 'em ups – just play the awesome Rogue Leader on GameCube. Sad fact is, Jedi Starfighter already looks and feels dated, and even with Xbox's oomph, it ends up feeling merely slightly above average.

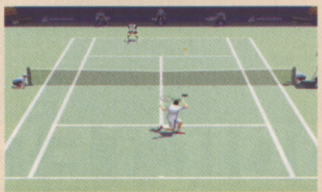
Some explosive two-player shenanigans

It runs smoother now than it did on PS2, but the new additions to this version are so minimal – a handful of extra multiplayer missions and ships – that you can't help but feel that Starfighter has passed its prime.

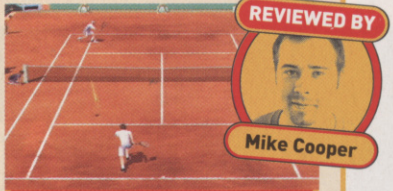
6 OUT OF TEN

NEXT GENERATION TENNIS

PS2



Henman whacks a volley, then strikes a pose



Fast shots leave a long yellow vapour trail

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
DEVELOPER: CARAPACE
OUT: NOW
PUBLISHER: WANADOO
URL: www.wanadoo-edition.com

With Wimbledon fever starting to simmer, it's no surprise a glut of tennis games have recently been served up on PS2. So stretch your groin, loosen up your wrist and get ready to get grass stains on your balls, because Next Generation Tennis is about to take on the likes of Smash Court.

Though blessed with a variety of fine play modes, the action feels a tad sluggish. You can charge up shots as in Virtua Tennis, but rallies don't flow with the same pace. The visuals aren't that hot either.

6 OUT OF TEN

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XBOX

SSX TRICKY

Slice through the white stuff

REVIEWED BY
Lee Skittrell

Burst through signs for secret paths and short cuts

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £44.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: EA SPORTS CANADA
URL: WWW.EA.COM/EASPORTSBIG

It's unlikely you bought an Xbox to play PS2's sloppy seconds, but when there are so few decent exclusive games coming out for your new machine, what better way to pass the time than with an accomplished port of an awesome game? Extreme tricks, arcade-intense racing and suitably annoying characters all await in this slick snowboarder.

You can push rivals off their boards if you're feeling especially evil

BE THE UBER-BOARDER

Tricky's gimmick is the Uber Trick. As you perform tricks during a race you build up your Tricky bar at the right of the screen. When it reaches its maximum, you can then launch yourself into the air and execute a special combo to pull an Uber Trick for max points and a healthy speed boost.

It's an enormous game and works brilliantly, allowing you to earn points to customise your character and unlock all the courses. SSX Tricky makes the perfect companion to Xbox's other, far more serious, snowboarding game, Amped.

Impressive visuals but the PS2 roots are blatantly obvious

Bust tricks to fill the Tricky bar, then perform Uber Tricks

Eddie is aggravatingly voiced by David Arquette

CVG VERDICT

Even shinier to look at than before. A fantastic game. Get it. Lee

8 OUT OF TEN

GOOD VS BAD

- Superb structure
- Celebrity voices
- Cool new tricks
- Irritating characters
- Same as PS2
- No four-player

GBA

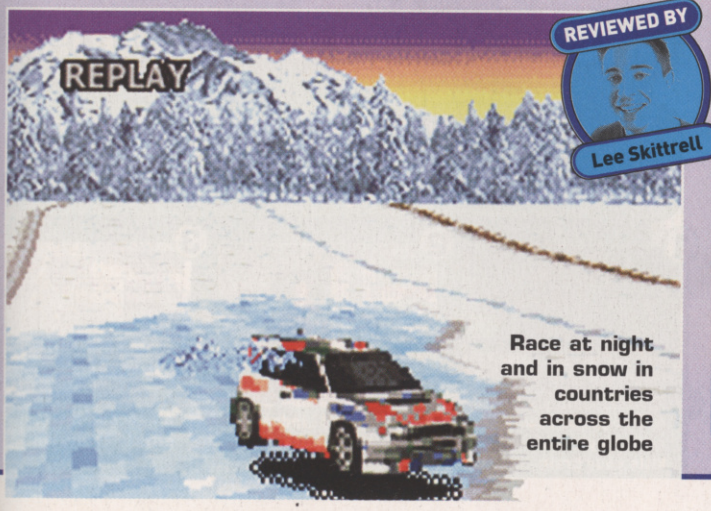
GT ADVANCE 2 - RALLY RACING

Another handheld rally game; prepare to get muddy

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
DEVELPER: MTO
OUT: JUNE 14
PUBLISHER: THQ
URL: WWW.THQ.CO.UK

The beauty of rallying, aside from getting splashed with filth, is that you're driving along stretches of course instead of going in loops around a circuit. Maybe that's why GT Advance 2 feels so refreshing and different for a GBA racing game. There are undulating courses that send you flying into the air, squelchy muddy corners that you get to power-slide round, and loads of licensed cars.



REVIEWED BY
Lee Skittrell

Race at night and in snow in countries across the entire globe

Fancy looks are forsaken for speed in GT Advance 2

Leaping is cool but you can also cheat round corners in the air

RALLYING RIVALS

Rally Racing is a fun game, but it's up against the far more accomplished V-Rally 3, also released this month. GT Advance 2 is faster and more instantly rewarding in comparison, but lacks the precision driving and overall flair of Infogrames' racer. The graphics are more functional than impressive and you can cheat around corners. It doesn't stop the game from being a good laugh, but it does prevent it from becoming the all-encompassing rally experience it so wants to be.

CVG VERDICT

Not quite in the same league as V-Rally 3. Fun, but not fantastic. Lee

7 OUT OF TEN

GOOD VS BAD

- Incredibly fast
- Loads of courses
- Tracks undulate
- Handling too slidey
- Cheat on corners
- Perhaps too easy

REVIEWED BY

Mike Cooper

Pummel the enemy from the comfort of your mini tank

METAL SLUG X

Destruction by camel!?

PSONE

GAME INFO BOX

NUMBER OF PLAYERS: 1-2

COST: £19.99

DEVELOPER: SNK

OUT: NOW

PUBLISHER: VIRGIN

URL: WWW.METALSLUGX.CO.UK

There are loads of hilarious set pieces

Ride camels equipped with side canons, storm along in cute little tanks and bounce around in big metal crab-like contraptions as you leg it away from enormous rocket-firing nuclear man-eating machines.

Or just take on the thousands of crazy enemies on foot, as you're almost as deadly out of a vehicle as in one. This is because the mega-heavy power-ups you collect in Metal Slug turn you into an awesome explosive one-man army. And with two of you playing co-operatively, this super-charged side-scrolling platform shooter is a nugget of simple gaming dynamite. Get in.

It's an explosive showdown against sword-wielding maniacs, mummified dogs, oafish soldiers and all manner of other loopy attackers. The genre might have been worked to death but if you like your action fast and hard, it's almost impossible not to soak up and savour the manic mayhem of Metal Slug X.

Some of its hardcore thunder is stolen by the never-ending credits and the fact that it's a pretty short adventure, which you can complete fairly easily. But if you're hardcore enough to crank up the difficulty level and use some self discipline by limiting yourself to a certain number of credits, you'll find yourself coming back time and time again for a quick fix of its relentless and addictive action. CVG

Hop on the back of the camel and give 'em a roasting

Dodge the mummy breath or you'll become one of them

CVG VERDICT

Mental side-scrolling action. Pity it's all over too soon. Mike

8 OUT OF TEN

GOOD VS BAD

+	−
• Mad action	• A tad short
• Kooky characters	• Bit generic
• Relentless	• Endless lives

SMASH COURT TENNIS PRO TOURNAMENT

Not loving the football this

GAME INFO BOX

NUMBER OF PLAYERS: 1-4

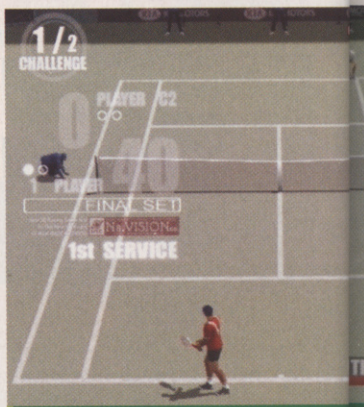
COST: £39.99

PUBLISHER: SONY

OUT: JUNE 21

DEVELOPER: NAMCO

URL: WWW.NAMCO.COM/GAMES/SCTENNIS.HTML



Secret characters, including called Red Ace, are fictional.

PS2

Since the videogame Pong invented tennis in 1867, the sport has undergone big changes. A net has been introduced and the simple scoring system has been replaced by something random and stupid. The players are now mostly humans, instead of thick white lines.

And now the glorious pendulum of fate has swung back, with a game version of people tennis.

Agassi pats his invisible pet dog, Nutsac

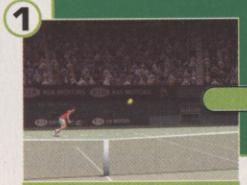
There are proper people in it too: eight real-life professionals playing on the four Grand Slam courts. Agassi, Sampras and Kournikova don't look amazingly like the players they're meant to be, but Wimbledon's Centre Court resembles a colour photocopy.

There are three buttons – slice, top spin and lob/drop shot – and you have to use them exactly like a real tennis pro would in order to succeed. If you mistakenly hit a slice at the net, the computer players will kill you.

It's a hard, hard game to win but the ruthless controls also allow for

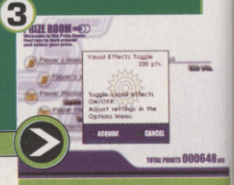
YOU CANNOT BE SERIOUS!

Tournament victories earn trophies, but completing challenges on the training court and during matches earns points to buy bonus items. Sadly, there's no Storm Trooper alternative costume for Kafelnikov. It's far less interesting than that.



A first-person camera view. Unplayable and kills your brain

A picture of Lindsay Davenport. Lucky old us, eh



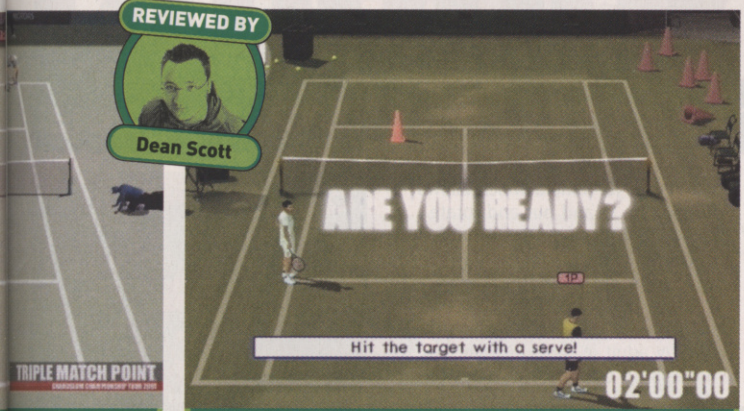
A new ball hit effect? Truly, we are not worthy

The still of the match point silence is shattered by a penetrating, rasping fart

No embarrassing sweat patches, thank God

summer? You clown. Play this

REVIEWED BY
Dean Scott



a player
Honestly

It's just another day at the tennis Prisoner of War camp. Ah well, better get to it

the greatest control ever of a digital tennis ball. You can hit shots anywhere, and you've got to have each point more or less played out in your head before you even hit a serve. It's that realistic. Furthermore, there are no indicators on the court when you serve, so you've got to work out the precise degree of joypad lean to hit an ace.

The replays after every shot can get a bit tedious

Cliff Richard starts singing if it rains

Earn points for prizes as you play the tournaments

BALLS IN POCKET

For all these merits, Smash Court isn't as much fun as Virtua Tennis 2. It's a better tennis sim, but less accessible. The training modes here are like doing drills in a tennis PoW camp and there's none of the cheeky charm of previous Smash Court games – like players going down when hit in the happy sac. The four-player mode is a great laugh, but played solo it's a serious proposition. CVG

CVG VERDICT

The best PS2 tennis game, but takes itself a bit too seriously. Dean

8 OUT OF TEN

GOOD VS BAD

- The pros are there
- Courts look mint
- Top ball control
- Damn tricky
- Too serious
- Training's tedious

DOWNFORCE GBA

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £29.99
DEVELOPER: SMART DOG
OUT: NOW
PUBLISHER: TITUS
URL: WWW.TITUSGAMES.COM/DOWNFORCE

Swing out to the left and burn the opposition

Caning recklessly through city streets in an F1 car should be a blast. You'd expect massive pile-ups, crashes, and aggressive shoulder-to-shoulder race action like that of F-Zero on GBA. No such luck.

REVIEWED BY
Mike Cooper

You've got bags of room on the track to overtake

There's a reasonable sensation of speed as you leather it around one of the 12 main tracks, but a huge chunk of adrenalin is sapped out by the lack of hustle and bustle with opponents during a race. So for a game that is billing itself as having 'no rules and no compromises', it's very tame.

Looks-wise Downforce holds up pretty well, but for a real nerve-jangling, high-speed handheld racer, this isn't nearly in F-Zero's league. CVG

5 OUT OF TEN

REVIEWED BY
Mike Cooper

You transform into a boat when you land on water

Your car turns into a motorbike when damaged

SPY HUNTER GBA

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £29.99
DEVELOPER: MIDWAY
OUT: NOW
PUBLISHER: MIDWAY
URL: WWW.SPYHUNTER.MIDWAY.COM

But effects look very flat

When you start up Spy Hunter, chances are you won't be dazzled by the visuals. Why? Well, they're a bit flat and lifeless. But hey, what about the cool vehicular espionage gameplay? Uh, it's okay.

Spy Hunter on GBA is half racing game, half shoot 'em up, but sadly neither of these aspects is particularly impressive. There's tons of mindless action and explosions but the mission objectives are straightforward, and the conflicts with enemy vehicles feel clumsy. Only really worth a look if you loved the '80s arcade classic. CVG

5 OUT OF TEN

GAMECUBE

HOUSE OF CARDS

You can forget all the usual formulaic role-player rules regarding stats and levelling up. In Lost Kingdoms it's all about the cards – nothing else. Each card represents one of four elements – fire, air, water and earth – and many have special characteristics too.

1 The cards with the sword symbol allow for melee attacks by Katia

2 Cards that have the joystick symbol give Katia direct control of a pet creature

3 Cards with the red mask represent powerful summoned creatures

LOST KINGDOMS

Nintendo goes **hardcore** with a **frenzied card battling game**

Slowly and stealthily, the malicious tendrils of an enchanted Black Fog are creeping across the land of Argwyll, cloaking hideous beasts intent on carnage. The last hope for the people of the land is young Princess Katia Jerbere, armed only with her magical deck of Guardian Creature cards.

GAME INFO BOX

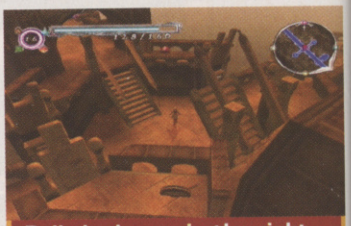
NUMBER OF PLAYERS: 1-2
COST: £39.99
DEVELOPER: FROM SOFTWARE
OUT: 28 JUNE
PUBLISHER: ACTIVISION
URL: www.activision.com/games/lostkingdoms

ALL GROWN UP

A GameCube exclusive release, Lost Kingdoms is exactly the sort of game to widen the Cube's appeal. At first sight it might appear to be a Final Fantasy-style role-player, but it's actually much more of a card-battling action game in a mythical setting.

Imagine the random battle elements of Final Fantasy harnessed to real time sword and sorcery fighting. And how about a fully controllable 3D camera which allows you to zoom in and out and rotate your viewpoint using the yellow C stick? Final Fantasy X would have rocked even harder with such an effortless control system.

Let's be clear, Lost Kingdoms is distinctly adult in tone with an emphasis on the dark and depressing. Katia explores muddy battlefields carpeted with fallen soldiers, dark mines where she can barely see in front of her royal turned-up nose, and dank dungeons with more than a whiff of torture about them. Only occasionally does she get to traipse around some fragrant meadows, including one scenic location where you have to run around smashing giant eggs.



Pull the levers in the right order to lower the bridges

Beating the boss monsters is a mixture of luck and judgement

The zoom facility allows you right into the fray

Guard's card shop – buy, sell and upgrade cards here

You'll need to stock up on plenty of these health-restoring cards to get through

This gorgeous palace is about as lavish as the g

In the Yyprek mines Katia must escort a soldier to safety

SHARP CARDS

You're never more than a few minutes away from a fierce card battle. One minute Katia is picking her way through corpses, the next the screen starts to ripple and it's monster-mash time.

1 When battle commences your first four cards are randomly selected

2 Think on your feet and quickly choose the most effective card

FINAL FANTASY X
BETTER THAN ^ WORSE THAN
LOST KINGDOMS
JADE COCOON 2

CARD FOR LIFE

Don't expect much in the way of plot-expanding cutscenes or lengthy sub-quests. There are some simple puzzles but nothing to distract you too much from your precious cards. It might all sound like a simple concept, but with 27 levels to explore and 104 cards to collect, Lost Kingdoms is a hugely entertaining game that combines absorbing quick-thinking and strategic elements with visceral hack 'n' slash brutality.

REVIEWED BY

Maura Sutton

the graphics get

CVG VERDICT

Neither a straightforward role-player nor a traditional card collecting game, this could spark off a whole new card 'em up genre. **Maura**

8 OUT OF TEN

GOOD VS BAD

+	−
• Non-stop action	• Not enough story
• Fantastic camera	• Gloomy atmosphere
• Huge monsters!	• If you hate cards...

IF YOU LIKE THIS TRY THESE...
Final Fantasy X (PS2), Dungeon Siege (PC)

XBOX

NEW LEGENDS

Making the **Xbox** look weak

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: INFINITE MACHINE
URL: WWW.THQ.CO.UK

In case you were wondering, this an explosion effect. Great

Witness the gargantuan power of Xbox when you play New Legends. Oops, wrong game. That should have been Halo. The sorry truth is that if New Legends makes Xbox look as powerful as a knackered old sewing machine. Are we being a little harsh? Maybe. But see it up and running and witness the sparce, blocky, characterless environments and pony-looking, puny character models – then you'll understand what we're talking about.

REVIEWED BY

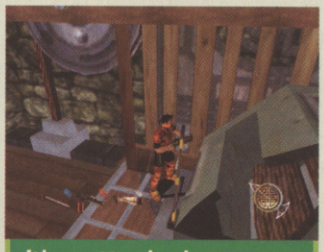
Mike Cooper

An objective-based Oriental-style action adventure, New Legends sees you taking control of a combat whiz called Sun Soo and kicking the arses on tons of ninja-like attackers.

Sounds okay? Problem is, your confrontations and battles become painfully repetitive in a very short space of time. And although the weapons system is quite cool, enabling you to use two at once à la Dante in Devil May Cry, New Legends lacks any of the same stylish visual panache to carry this feature off with any success.

The missions are very basic and straightforward, with no real need for strategy or tactics. So unless you're a sadist and get a kick out of being disappointed, steer well clear.

You and your buddies go for a quick dip



It's pretty simple – switching levers and stuff

You take your blade to a pair of unsavoury claw-handed foes

CVG VERDICT

Weak visuals, dull missions and mediocre fighting. **Mike**

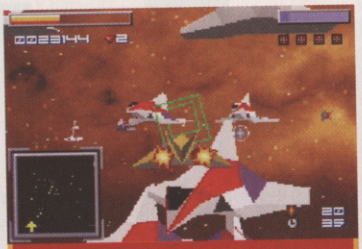
4 OUT OF TEN

GOOD VS BAD

+	−
• Cool weapons	• Awful visuals
• Okay story	• Repetitive
• As above	• Bad controls

GAME BOY ADVANCE

Scorpion boss alert! Lock-on might actually be useful here



Wipe out enemies by flying in a circle holding Fire. Skill?

POP (-UP) FART

Star X is a game that's fast, fairly smooth, colourful and technically impressive – you can even see shadows of ships off the screen.

The downside is the short draw-in distance. This is something that you'll really notice in the early Orbit arena in particular, when massive objects will suddenly pop up out of nowhere.

Spotting these mines can be a really tough job anyway so...

...pop-up like this makes 'em even harder to shoot down

STAR X

The face of the **future of handhelds.** Just the **wrong thumbs**

Remember Star Wing on SNES? You were McCloud, a fox pilot leading an elite wing of woodland animals in a titanic space battle with a megalomaniac scientist. Using polygons and 3D scaling, it was properly cool, and 'inspired' developer Graphic State to make Star X.

Indeed, this looks like Star Wing and superficially plays like Star Wing and its N64 sequel. The difference is, in Star X you play an Aussie bloke. Called Rob. Rob MacKenzie. A clue, if ever there was one.

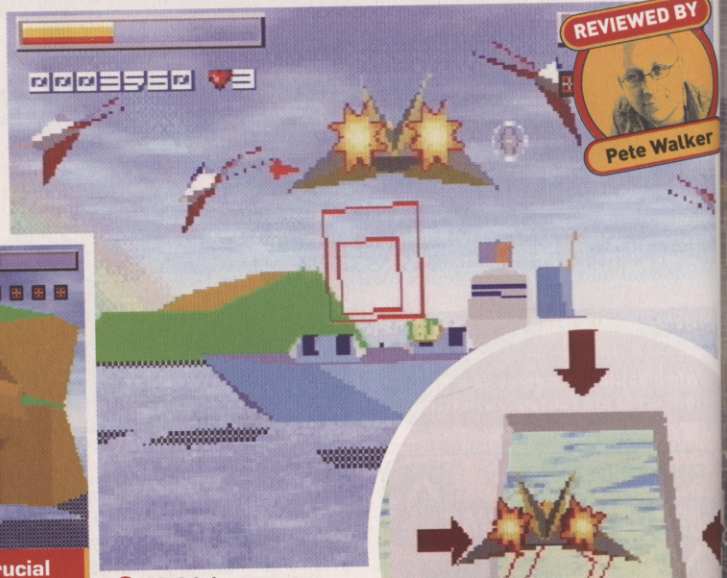
STAR (FO)X

See, while Star X's impressive polygon engine really does take 3D gaming lightyears ahead of most titles yet seen on Advance, it's a game lacking soul and, crucially, control. Massed waves of alien ships pepper your fighter with laser bolts as you turbo-boost to avoid collapsing columns, or hit the retros while diving under moving barriers to grab power-ups.

GAME INFO BOX

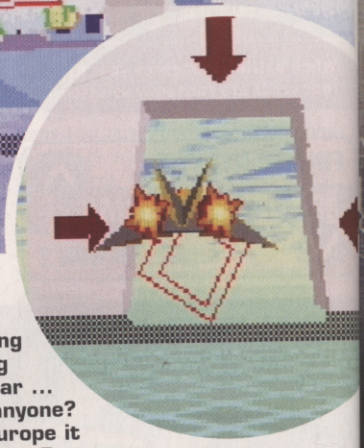
NUMBER OF PLAYERS: 1
COST: £29.99
DEVELOPER: GRAPHIC STATE
OUT: NOW
PUBLISHER: BAM! ENTERTAINMENT
URL: www.graphic-state.com (/playtime.html for free games)

Getting certain power-ups is crucial for completing particular levels



REVIEWED BY Pete Walker

Multiplayer got canned in the end



This training level's looking kind of familiar ... Star Wing, anyone? Outside of Europe it was called Star Fox

FOX VS ROB

FOX MCCLOUD
AGE: 18 (at last check)
HEIGHT: 1.73 (SM)
WEIGHT: 70.31 (SK)
SPECIES: Mammal
JOB: Former Cornerian Defence Army Academy cadet, now heads the elite Star Fox fighter team

ROB MACKENZIE
AGE: 19 (at least)
HEIGHT: Same as Fox in earth metres
WEIGHT: Fractionally less than Fox, due to absence of tail
SPECIES: Mammal
JOB: Earth Intelligence Agency elite pilot

WHO'D WIN IN A FIST FIGHT?
Fox, cos he'd get help from his wingmen, Slippy Toad, Peppy Hare and Falco Lombardi, who are, literally, animals.

Sounds mint, except over-sensitive controls mean you're careering all over the screen trying to aim.

It's so imprecise that the boss battles at the end of every couple of on-rail levels seem random and unrewarding, while battling the clock to blow up objectives in the arena levels is just frustrating. The complete opposite of Star Wing, in fact.

The Lock-on feature doesn't help much, taking too long when the screen's crawling with enemies. You may even be shamed into restarting in Easy mode. Even then, level difficulties swing all over the place, and when you do complete levels, there's the frustration of the Save feature. Your exact status is saved, so you may have to redo some earlier levels to get better saves.

The storyline is thin and the few uninspired characters aren't fleshed out enough, so frankly you don't give much of a toss. Sigh. Bring on Star Fox Adventures on the Cube. CVG

CVG VERDICT

Impressive technically, but flawed controls and poor implementation of critical features take most of the fun out of this charmless shooter. Pete

6 OUT OF TEN

GOOD VS BAD

- Looks stellar
- Fast-paced
- Loads of levels
- Weak controls
- Shallow & repetitive
- Lacks character

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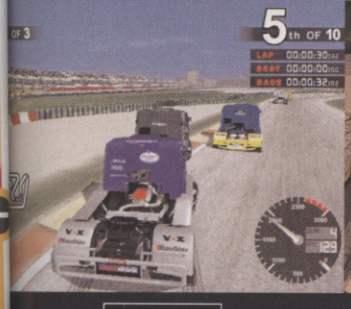

PlayStation®2

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JESTER

PS2

ARMORD CORE 2: ANOTHER AGE

Fancy yourself with a **shoulder cannon?** Please step this way...

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: METRO3D
OUT: JULY
DEVELOPER: FROM SOFTWARE
URL: WWW.FROMSOFTWARE.CO.JP

For some of us there is no finer gaming pleasure than stomping about in a giant robot suit. With a machine gun on each shoulder, missiles at your fingertips and maybe a cannon for a crotch, you feel like power incarnate. If this is you, look no further than the Armored Core series. While Sega's Virtual On maintains its place as *the* arcade mech experience, few will doubt AC's ownership of the home alternative.

Armored Core 2: Another Age is more of an update than a true sequel. But unlike many half-hearted almost identical money-spinners, with this it's clear that From Software always delivers the best it possibly can. In fact, with 100 new missions and much-improved multiplayer options, any other developer would have branded this a whole new game. As a series, AC has set itself apart from other mech games with its extensive upgrade system, drop-dead visuals and a storyline that holds together dramatic developments convincingly.

DRESS TO KILL

You play the role of a mercenary soldier known as a Raven. Several mega corporations are fighting for control of our future world, and Ravens are hired to do their dirty work. A Raven's tool is his Armored Core, or 'AC'.

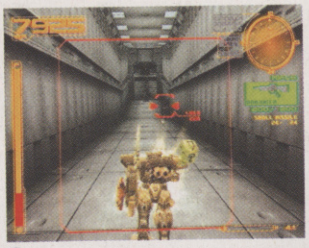
You progress through the game by proving yourself capable in battle, then reaping the rewards in the form of credits used to upgrade your AC. There are rumoured to be millions of

Your bosses are pretty direct with their instructions! Better do what they say, else you won't get paid. That's life, kids

Use onboard scanners for a variety of purposes

You're dependent on your scanner for the night missions and you need to keep your ears open

Heavy artillery lights up the sky – you're in a confrontation and it's confusing as hell!



Distant objects can be locked on to, but don't waste missiles

This what happens to pilots who don't make the grade

THE BEST, NATURALLY

REVIEWED BY

Paul Davies

There are a colossal 100 missions to progress through in Mission mode. Perhaps with a mech game you expect endless metallic corridors or battles in futuristic trailer parks, but with AC2 you have outdoor locations such as deserts. Some missions even take you airborne, kind of like Ace Combat but with arms and legs... kinda.

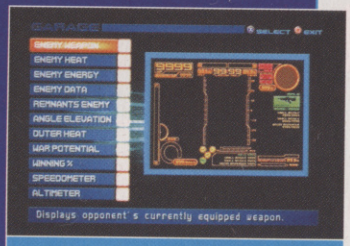
Expert AC pilots stare at the sun for a minute then head off to fight with spots in front of their eyes!

That's alright, mate. I was planning on seeing Spider-Man today anyway. What's the time now?

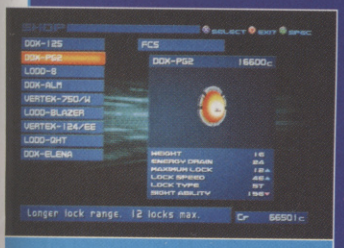
DOES MY 'AC' LOOK BIG IN THIS?

There are claimed to be millions of combinations of AC to work with in the garage. Makes the character edit in Virtua Fighter 4 look kind of puny... but then you can't play as Akira in AC2: Another Age so, hey.

Here's where you can choose which fancy extras to strap onto your mech. He's a beauty, isn't he?



You have the ability to customise everything, even the way your HUD is displayed. Cool!



No, it's not an egg – it's actually a highly sophisticated radar and targeting computer, thank you

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configurations based on hundreds of parts, ranging from OverBoost rocket thrusters to a wide selection of heavy-duty firearms. Find the balance that suits you, the best your budget will allow, and enjoy the fireworks.

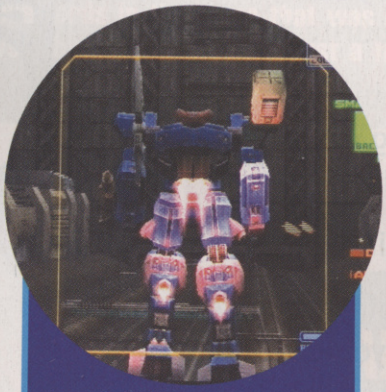
MEMORY CARD MECH MISSIONS

You can take on the game with a mate in 'VS Mission' mode. Mechs saved onto memory card are loaded up to take part in a smaller selection of missions, played head-to-head to see who can complete the tasks first. If you already own Armored Core 2, and have spent time building up an AC, you can even import your saved data into Another Age. See, it pays to get in early on something cool.

VIRTUAL ON FORCE
BETTER THAN **AC2: ANOTHER AGE** WORSE THAN
ARMORED CORE 2

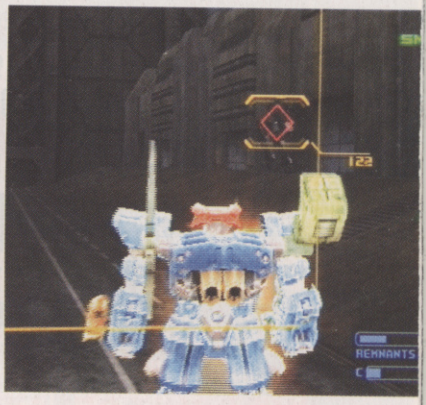
Rapid-fire weapons get you out of trouble, but seldom end it

Come on then if you think you're hard enough, PLANE!

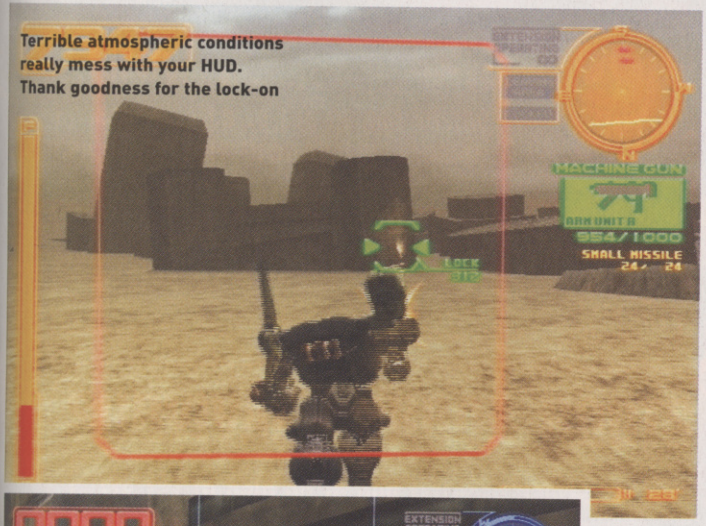


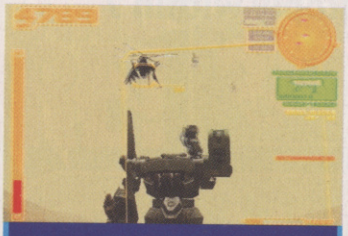
A typical AC getting pumped on high octane fuel

When you're locked on to a target, you can get info on how much damage it will take before it explodes



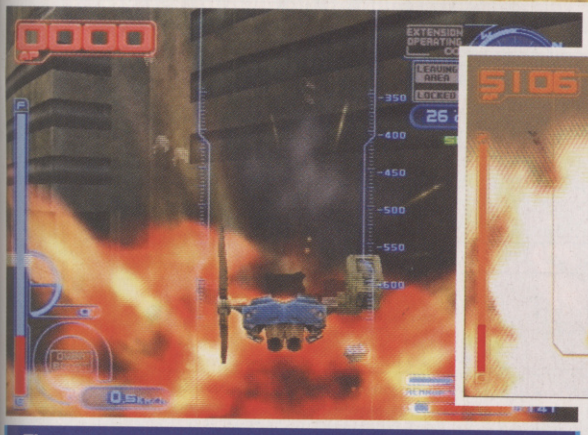
Terrible atmospheric conditions really mess with your HUD. Thank goodness for the lock-on





Enemies attack from land, and sky. You need to be an ace AC pilot to survive

Outside of the mission mode you can go head-to-head with other Ravens in the multiplayer games. If you have an i.Link cable you can hook up two PS2s; if not there's an option to compete on a split-screen. All good. Only one disappointment here, and that's the lack of online competition. The Japanese version allowed for multiplayer games over a modem, but this feature is removed for the US and Euro versions. Maybe next time.



Throw everything you've got at the tougher ACs and they'll stand there laughing in a tinny voice

Don't try dressing up in giant robot suits and shooting missiles at home, kids

CVG VERDICT

7 OUT OF TEN

The best that mech games have to offer, and dazzling PS2 action. Controls are awkward initially, but you'll soon be an AC ace. **Paul**

GOOD VS BAD

- Popular series
- Takes mastering
- Great robo design
- It's robots, sorry
- And more robots
- A stiff challenge

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Armored Core 2 (PS2), Red Faction (PS2)

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Next Month In computer and video games

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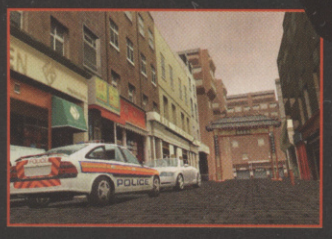


Burn up the streets of London on the tail of criminal overlords in the game that was said to demonstrate the full potential of PS2. Find out if The Getaway can deliver the goods, or if it's just a flashy knock-off!

WE DON'T THINK YOU CAN HANDLE THIS

DOOM III UNLEASHED

Return with us to the realms of the original unholy first-person shooter

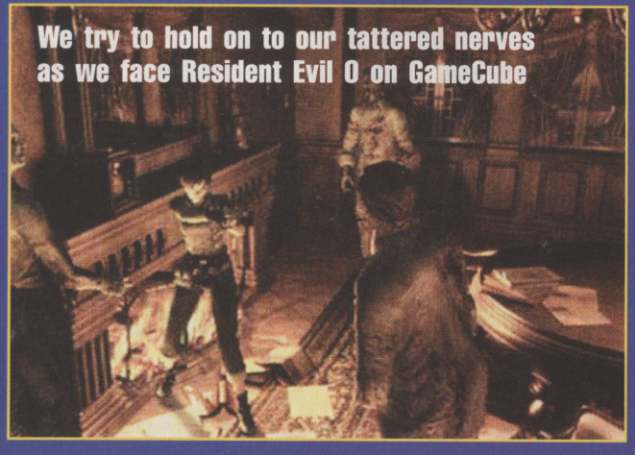
PLUS! THIS AND MORE!

WHO AND A WHAT?

Get ready to meet PS2's next big platform heroes, Ratchet and Clank

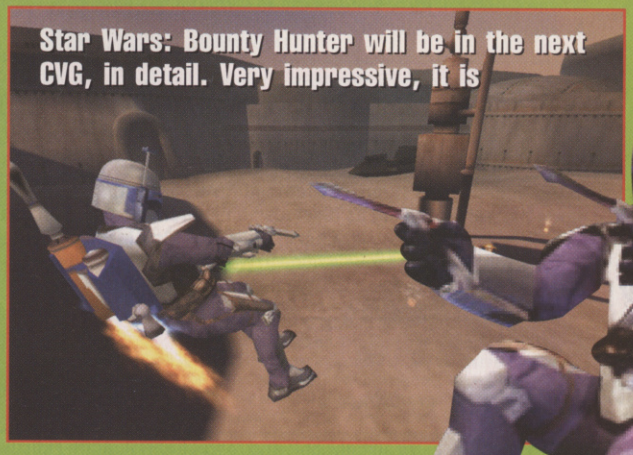
SURVIVAL HORROR ROOTS

We try to hold on to our tattered nerves as we face Resident Evil 0 on GameCube



WORTH A MILLION CREDITS

Star Wars: Bounty Hunter will be in the next CVG, in detail. Very impressive, it is



CVG Issue 249. On sale Thursday 4 July

CVG Trailb

As Nintendo fever grips the nation, CVG gives you the chance to win some mega booty, in association with Klonoa on GBA

START HERE

If you haven't got a GBA yet, don't waste any more time reading this paragraph. Skip onto the all-important questions, because a full house of correct answers is the ticket that could win you a GBA and copy of Klonoa. If you're still with us, you've clearly already got one and are just here to gloat. On the other hand you might be interested in the prospect of a copy of one of the hottest games around at the moment, such as Super Monkey Ball on GameCube or V-Rally 3 on GBA. Either way, get your coupons in so you don't miss out on the chance to win!

7th V-RALLY 3

COURTESY OF INFOGRAMES

Get your helmet all sweaty and dirty as you hammer through the multitude of muddy tracks in V-Rally 3. Put your ass into gear, fill in the coupon and send it in.

Q. How many wheels does the average car have?

A. 2 **B.** 3 **C.** 4 **D.** 12

6th TEKKEN ADVANCE

COURTESY OF INFOGRAMES

Stretch your groin, tape up your knuckles and limber up your thumbs for an explosive bout of handheld Tekken chaos on GBA. There's no fat on these bones.

Q. Jin's surname rhymes with banana. What is it?

A. Kazama **B.** Dalai Lama **C.** Guarana **D.** Pull 'em harder

5th SONIC ADVANCE 2: BATTLE

COURTESY OF INFOGRAMES

Like a jet-propelled pincushion, Sonic spearheads his way onto Cube.

Q. A question about blue things: what is the biggest mammal in the world?

A. Blue Whale **B.** Blue Elephant **C.** Blue Baboon **D.** Blue Python

4th SONIC ADVANCE

COURTESY OF INFOGRAMES

Little ball blue blasts onto Nintendo's wee handheld wonder and tears your retinas to shreds with his blisteringly quick loop-de-loop antics. Win it now!

Q. One of Sonic's furry buddies is a fox. What is his name?

A. Heads **B.** Shoulders **C.** Knees **D.** Tails

3rd VIRTUA STRIKER 3

COURTESY OF INFOGRAMES

In the midst of this summer's football fever, get your skills up to scratch. The beautiful game has rarely looked as luscious and smooth as it does in Virtua Striker 3 on GameCube. Nab a copy for nothing right here, right now. Do it!

Q. Beckham recently broke a bone in which part of his body?

A. Hand **B.** Face **C.** Foot **D.** Chest

2nd SUPER MONKEY BALL

COURTESY OF INFOGRAMES

Trap a monkey in an airtight ball and force it to negotiate ridiculous, insanely complex terrain, while suspended above an endless abyss. Genius!

Q. Which of these is not a mini-game in Super Monkey Ball?

A. Monkey Bowling **B.** Monkey Golf **C.** Monkey Curling **D.** Monkey Billiards

blazer!

FINISH HERE

KLONOA CRAZY

TO WIN

GBA & KLONOA: EMPIRE OF DREAMS

COURTESY OF **INFOGRAMES/NAMCO**

Is he a dog or is he a cat? No one seems to have the foggiest. Who cares though, because the floppy-eared critter is one of the coolest platform heroes around, and his cutesy adventure on GBA is one of the finest on Nintendo's pocket rocket. Now has never been a better time to own a GBA and five lucky winners are set to walk away with one and a copy of Klonoa: Empire Of Dreams in this month's awesome CVG Trailblazer. Make it you!

Q. What is the number of stars that you need to seek out on each level of Klonoa: Empire Of Dreams?
A. 0 **B.** 3 **C.** 60 **D.** 6000

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Fill in this coupon and send entries to CVG Trailblazer 248, CVG, CCVG2248A, Dennis Publishing, PO Box 154, Bradford, BD1 5RZ

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A. ☐ B. ☐ C. ☐ D. ☐

TEKKEN ADVANCE
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

SONIC ADVENTURE 2: BATTLE
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

SONIC ADVANCE
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

VIRTUA STRIKER 3
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

SUPER MONKEY BALL
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

GBA & KLONOA: EMPIRE OF DREAMS
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

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RESIDENT

FORMAT: **GAMECUBE** OUT: **SEPT (UK), NOW (US/JAPAN)** DEVELOPER & PUBLISHER: **CAPCOM** WORDS & SCREENSHOTS: **MIKE COOPER**

A rabid Hunter leaps from the shadows and slams you to the floor. But just as he's about to slice through your jugular with his razor-sharp claws, you stuff a Flash Napalm grenade into his foaming gob and watch as he tries to remove it, clawing himself frantically. Then, after a few ultra-tense seconds, an almighty explosion fills the air as the grenade rips through the monster's face and splatters his features all over the room.

That didn't happen in Resident Evil on PSone. Damn right! See, Res Evil on Cube is packed with countless gruesome new features, grizzly gameplay touches, spectacularly scary visuals and a truly terrifying atmosphere.

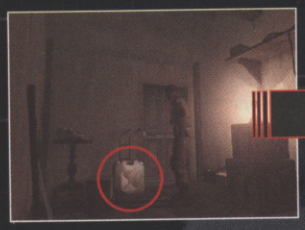
CVG has gone to hell and back exploring the heart of darkness to bring you a coffin-load of reasons why Capcom's upcoming murderous masterpiece is a must-have videogame.

KEROSENE KILLER

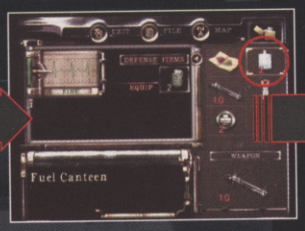
Burn, baby, burn! Playing as Chris rather than Jill offers an altered story line and is slightly tougher, but one of the coolest features of using Mr Redfield is the ability to barbecue zombies with kerosene. A couple of hours into the game you pick up a handy Fuel Canteen hipflask full of the stuff, and when a rotten corpse is lying on the floor you can set it on fire. But be careful, because the buggers often lurch up onto their feet before you get a chance to ignite their crusty asses.

However, your hipflask only holds enough kerosene to cook two zombies, so you need to be tactical and burn the ones you are likely to come across frequently. You see, there are only a few spots scattered throughout the game where you can refill your wee hipflask. Luckily, though, once you sizzle a body it can't reappear.

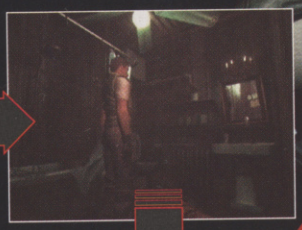
A few kerosene containers are strategically placed within and around the mansion



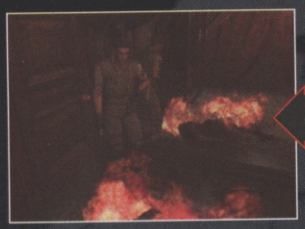
Make sure you've got your Fuel Canteen hipflask filled before going on the prowl for zombies



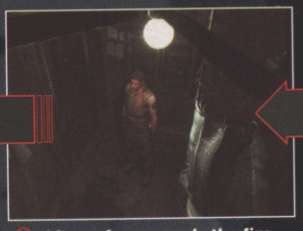
Once you find a dormant flesh-eater, use your Fuel Canteen, then move away



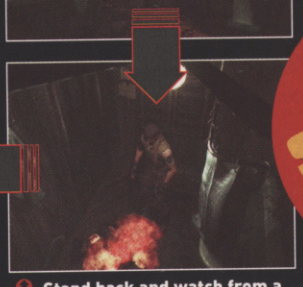
Once you've got the knack of toasting enemies, you can go out and have some fun



After a few seconds the fire dies down with the corpse turned black. Job well done



Stand back and watch from a safe distance as he is engulfed in a brilliant bonfire of flames

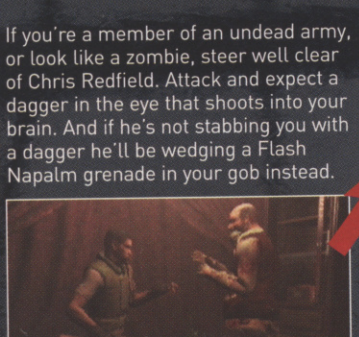


special feature

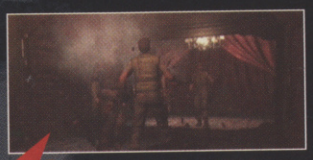
DEFENCE DEFENCE DEFENCE DEFENCE DEFENCE DEFENCE

CHRIS

If you're a member of an undead army, or look like a zombie, steer well clear of Chris Redfield. Attack and expect a dagger in the eye that shoots into your brain. And if he's not stabbing you with a dagger he'll be wedging a Flash Napalm grenade in your gob instead.



Ram a grenade into the bearded slaphead's cake hole...



...then he'll pull off his exploding head party trick

A Hunter gets too intimate so you give him a Flash Napalm

Pop! The feeling of smug satisfaction is just amazing

Another flaky goon bites the dust. All in a day's work round here

EVIL UNCUT

DEEP RED SEA

As you approach the doors the atmosphere builds

You wade through the water, pursued by predators

One of them sinks its teeth into your leg and wounds you

Then a gigantic beast rears up, snapping its jaws

...but suddenly it flies into the air, scaring the arse off you

Later on you encounter a dead shark, lying still

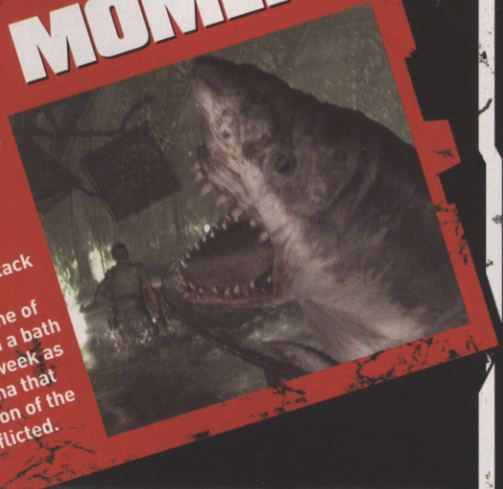
This shark is twice as big as the others and it's alive!

Going head to head might not be the best option

Easily one of the best bits in Resident Evil on Cube is when you encounter the sharks in the Aqua Ring. If you haven't already soiled your under-crackers, this section of the game is sure to send you scurrying to the bog faster than pop whale Rik Waller chasing a runaway gingerbread man.

Eerie echoes of splashing fill the air, then you spot enormous dark torpedo-like silhouettes cutting though the water and heading straight towards you. But as you focus on this threat you don't notice the killer shark hammering its way to the surface until it explodes out of the water and grabs you between its mammoth jaws. These fellas make Jaws look like a freakin' goldfish.

KILLER MOMENT



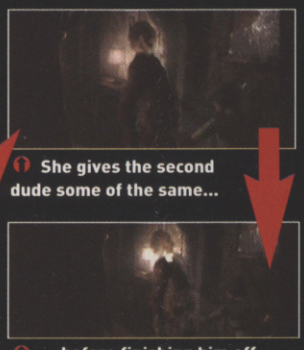
This is a killer videogame moment that you're not ever likely to forget. And it wouldn't surprise CVG if you suddenly acquired a phobia of water after experiencing a shark attack in Resident Evil on GameCube. In fact, none of the CVG team has had a bath or shower in over a week as a result of the trauma that this terrifying section of the game has inflicted.

JILL

DEFENCE DEFENCE DEFENCE DEFENCE

Jill might look sweet but she's every bit as tough as Chris. Like him, she can use a dagger, but she doesn't have access to Flash Napalm grenades. Instead, she lights up her enemies like a Christmas tree, using a stun gun.

Jill sticks a few thousand volts to her first attacker



She gives the second dude some of the same...

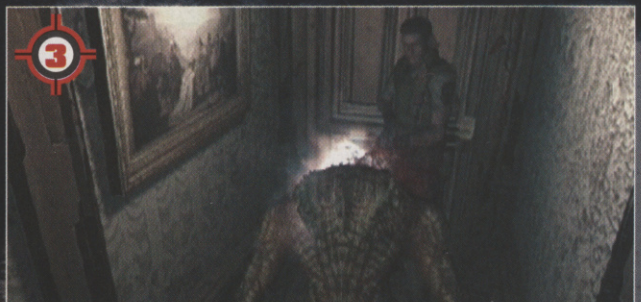
... before finishing him off with another zap (Bzz-ack!)

BIG SCARY GROWLER

Hunters are among the deadliest and fastest creatures you'll come face to face with in Resi. If you don't move quickly enough they'll lop your head off before you can say "short back 'n' sides". But what's really impressive about these scaly mofos is their animation and AI. If you try to leg it away from one, it'll look for a way to block your path, for example by leaping onto a balcony as you're running up some stairs, to cut you off and cut you up. Clever sods.

A Hunter pounces over your head and tries to box you in

He pulls off a giant leap, preventing you from escaping



So you leg it back down before taking the shotgun to his gut

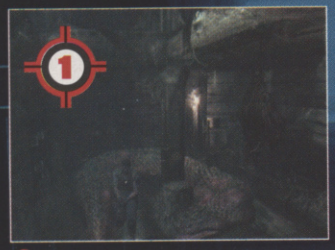
WELCOME TO HELL

The original opening movie in Resi on PSone impressed most of us because it was actually filmed with real actors. Yes, it was good, but it's nothing compared to the dazzling and darkly brutal opening FMV in Resi on Cube. This will send electric shivers up your spine, give you goose bumps the size of gooseberries and throw you headfirst into a thick atmospheric nightmare quite unlike anything you'll have experienced before in a survival horror game. And yes, it does look better than the FMVs in Silent Hill 2.

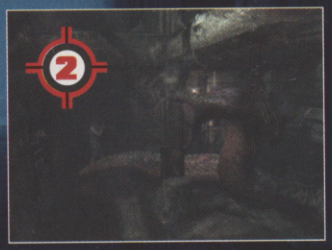
FANGS THE SIZE OF JAVELINS

You boldly burst through a sinister cobweb-ridden old door, but your bravery soon evaporates into a gaping black hole of fear when you're met by the incredible sight of a giant snake displaying its venom-filled fangs, poised ready to strike.

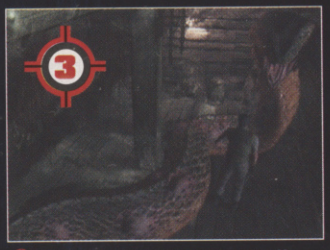
The moment you clap eyes on the scaly momma you'll be sure to burst a blood vessel as you clock its sheer scale and the way it slithers realistically about the place. Scarier than being locked into the reptile house at London Zoo without a key.



The mammoth reptile tries to close you in by trapping you within the confines of its huge body



You manage to wriggle out, but it's not happy and shows you its deadly fangs to prove it

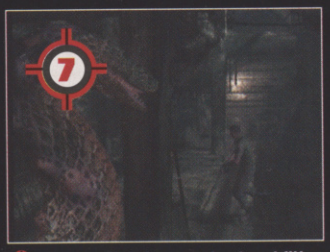


The ugly serpent rears up tall and towers above you as it prepares itself to strike

A serious game of cat and mouse ensues, as you hunt around for the items that are in the room

However, the snake won't let up on its hunt for your blood

You run into the shadows, but there's no place to hide

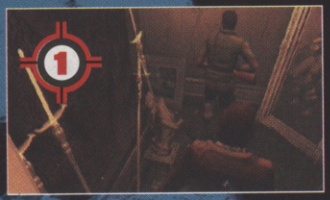


The reptile's impressive head fills the screen as it slithers towards you

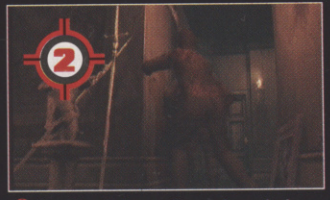
You turn your back for a second, the snake snaps open its mouth and...

DEAD MAN RUNNING

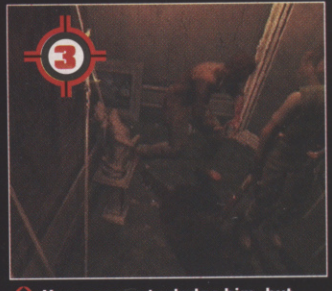
Anyone who played the original game on PSone will remember that the zombies lumbered about at a snail's pace throughout the game. In contrast, once you complete a certain landmark puzzle in the GameCube version, the stinky skin-chewing dead men suddenly start to get a spring in their step and run at you. But as well as legging it towards you, they take massive swipes at your face like the Hunters. It's bloody scary being chased by a gang of undead maniacs, but you'll love it because the pace helps keep the action feeling frighteningly fresh and intense.



A blood-soaked zombie appears in the shadows behind you



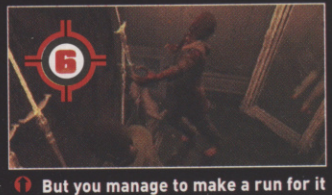
Suddenly he makes a frenzied dash for your throat



You manage to dodge him, but he's persistent...

... and takes a running swipe at you from behind

He lands a fierce attack and injures you badly



But you manage to make a run for it

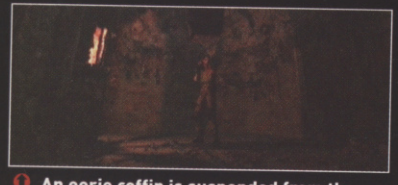
NEW PUZZLES

DEEPER UNDERGROUND

Loads of new puzzles have been thrown in and some of the old puzzles have been re-jigged. This original brainteaser takes place in a brand new area. It sees you going through a hidden panel in the wall of the Mansion, and involves four ugly faces, a huge metal coffin and a chubby angel...

You enter the fiery room via a painfully long, claustrophobic staircase

One of the faces has no nose. How does he smell? Dreadful! Get it? Sorry, sorry



An eerie coffin is suspended from the ceiling at the other end of the room

NEW PUZZLES

CHECKMATE

Another of the new puzzles takes place high up in the mansion, and sees you confronted by a mysterious trio of knights guarding a very special reward. This one takes a while to crack, so warm up your little grey cells because they're in for a long slog. But it's well worth it.

What's that shiny object in the foreground?

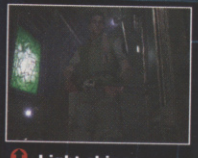
It appears that the knights are on rails

NEW PUZZLES

PICTURE THIS

This picture puzzle was in the original game, but has been developed significantly. The prize for solving it has also been altered. Fact is, Resi on Cube isn't just a simple rehash. It always gives you more than you ever expected. It's a sophisticated, sexy and intelligent remake that enters a thrilling new dimension.

Ravens keep a watchful eye on your every move

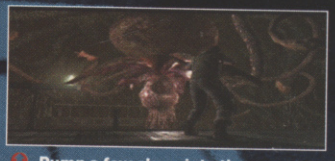


Light shines down on a stained glass picture

FEED ME, SEYMOUR

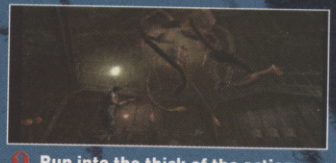
If battling giant sharks, taking on hoards of flesh-eating crusties and 50-foot serpents weren't enough to send you into a state of cardiac arrest, you've got to go to battle with a killer plant too. This freak of nature whips you with huge tendrils, picks you up and hurls you about like a sack of cack, and spits acidic sap all over your head to boot.

Find a good place to take aim



Pump a few slugs into the monster

Take cover from the acid attacks under the stairs

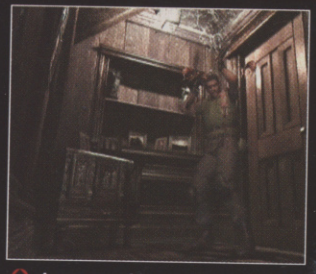


Run into the thick of the action and start shooting

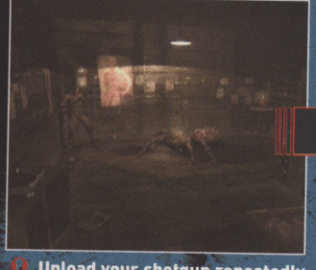
CREEPIER AND CRAWLIER

First time round the bees were no more than irritating little dots, but now the poisonous pests are bigger, brighter and far more aggressive. The level of detail that appears on each insect is astounding, especially when one buzzes straight towards the screen.

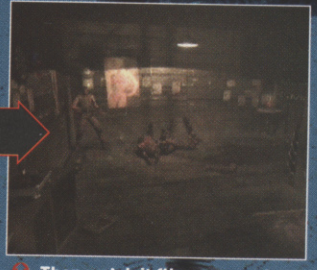
The tarantulas look equally impressive. Plus their AI has been finely tuned so that they react far more realistically – they'll subtly stalk you, then trap you in a corner and douse you in a jet of acidic spider gunk.



A swarm of bees circle your head and sting you viciously



Unload your shotgun repeatedly into the massive hairy tarantula



Then watch it flip over, curl up and die a painful death

HUNTER'S BACKSIDE!

AS SONY HEADS ORDER A 'MEGA WEDGIE' ON NINTENDO CHIEF, THE CONSOLE WARS BEGIN!

GET NASTY!

'Bounty' hunters on the march

Console chiefs are resorting to dirty tricks in their bid to win the great games showdown, CVG can reveal.

Just last week, a Microsoft boss was given a Chinese burn by an unknown assailant thought to be working for Nintendo, and now – CVG can exclusively reveal – Sony's board of directors has taken out a Wild West-style bounty on Nintendo head Yohji Miyake.

In the kind of broken English familiar to RPG-players everywhere, the appeal urges "a mega-wedgie breed" for the Nintendo boss.

Meanwhile, sources close to the Nintendo camp reported an attempt to build the world's largest stink bomb out of ingredients found in the average kitchen cupboard. It's claimed the bomb will be used as a deterrent against Microsoft's broccoli farts, currently being manufactured in a secret factory outside Zurich.

How the new breed of mega-wedgie might look

REWARD

50 BILLION YEN

For mega-wedgie on Miyake-san

New mega-wedgie breed required by Sony corp.

"A shreddie-shredding fudge jammer of epic worlds. Skid-marks here like golf course divots. Undercrackers torn to ribbons by enthusiastic wedgie pulling. Tears to the eyes of Miyake-san."*

COME ON, LET'S WET THE TURTLE'S HEAD!

*evidence required by Sony Corp: stained kecks or Polaroid picture

In Other News

TOO MANY BOGIES CAUSE FINGERLESS MAN'S HEAD TO EXPLODE
"There was blue snot everywhere," claims witness

KEY WITNESS REMINDED OF COLOUR BLINDNESS
"Sorry, yes, it was probably green," he admits

"VIDEOGAMES NOT AS GOOD AS THEY USED TO BE!"
Says manager of Retro Games in Basildon

ALL OF JORDAN LOOKS LIKE FAT OLD LADY EXCEPT FACE, SAYS ONLOOKER
"If you were to see her from behind or from the side, she looks just like a fat old lady. It's only when you see her face that you realise she's a sex symbol."

CVG'S Bundle Deal Comparison Check

THE XBOX BUNDLE
WHERE: Comet
HOW MUCH: £499
WHAT YOU GET: One Xbox, pad, a Cup-A-Soup variety pack and a copy of Charlie Dimmock's 1998 book, Enjoy Your Garden.
WE SAY: A good bundle, but we'd have preferred Bachelors to Liptons.

THE GAMECUBE 'BACK TO SKOOL' BUNDLE
WHERE: Electronics Boutique (stores nationwide)
HOW MUCH: £5000
WHAT YOU GET: One GameCube, pad and eight pencil cases.
WE SAY: A great-value bundle deal!

THE PS2 BUNDLE
WHERE: Dixons
HOW MUCH: £200
WHAT YOU GET: One PS2, pad, a jar of jam and a Pot Noodle.
WE SAY: Our only grumble is the flavour of the Pot Noodle. Everyone knows that beef and tomato is best. Otherwise, great!

Advertisement

WOMEN!

Play More Games!

GAMES CAN HELP YOU IMPROVE YOUR LOGIC!
"Even though it is forbidden for me to argue with my husband, we both understood that I am incapable of the kind of ordered thought necessary for debate. Luckily, an addiction to Denki Blocks on GBA has helped improve my skills in this area, although disagreements are still prohibited."
Mrs Frank Davies, Dingley

THEY CAN HELP YOU CONTROL YOUR EMOTIONS!
"Six months ago I could barely last a full 24 hours without bursting into floods of tears, much to the chagrin of my long-suffering husband, an eminent chartered surveyor. However, a day spent playing Halo on Xbox has helped me regulate my feelings, as I machine-gunned the enemy with pitiless zeal."
Mrs Howard Shorley, Sutton Bassett.

Yes, Women, games can make you more like men, and men are BETTER than you in almost every single way. So why not play more games?

TODAY!

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HOTTEST TUNES

Unchained Melody - Gareth Gates	111684
Julie - Shaggy & Ali G	111666
Evergreen - Will Young	111659
Whenever Wherever - Shakira	111661
Livin It Up - Ja Rule	111931
The Hindu Times - Oasis	111895
We Are All Made Of Stars - Moby	111936
Freak Like Me - Sugababes	111896
Just A Little - Liberty X	111935
Kiss Kiss - Holly Valance	111898
Beautiful - Matt Darcey	111939
Oops Oh My - Tweet	111932
Girlfriend - NSYNC	111933
Make It Good - A1	111934
Rock The Boat - Aaliyah	111937
Lazy - X Press 2	111897
Fly By II - Blue	111664

Chart Hits

Its OK - Atomic Kitten	111938
Hungry - Kosheen	111899
Foolish - Ashanti	111921
Get Happy - Zoe Birkett	111926
Ride Wit Us - So Solid Crew	111667
Break Ya Neck - Busta Rhymes	111670
How You Remind Me - Nickelback	111671
Something - Lasco	111682
Freeek - George Michael	111683
Motivation - Sum 41	111689
Aint It Funny (Remix) - J Lo	111690
Oi - More Fire Crew	111692
Tainted Love - Marilyn Manson	111888
4 My People - Missy Elliott	111890
Shake UR Body - Shy FX & T Power	111891
Its Goin Down - X Ecutioners	111892
One Step Too Far - Faithless	111893
Champagne Dance - Pay As You Go	111894
Vegas Two Times - Stereophonics	111922
If Tomorrow Never Comes - Ronan	111923
One Step Closer - S Club Juniors	111924
DJ - H and Claire	111925
Reason - Ian Van Dahl	111926
Escape - Enrique Inglesias	111927
Let's Push Things Forward - The Street s	111929
Don't Let Me Get Me - Pink	111930
It's In Your Eyes - Kylie Minogue	111639
Love Foolosophy Jamiroquai	111691
A World Of Our Own - Westlife	111654
Shoulda Woulda Coulda - Beverly Knight	111672
Somethin Stupid - Robbie Williams	111556
Gotta Get Through - Daniel Bedingfield	111545
Because I Got - High Afroman	111454
Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Insatiable - Darren Hayes	111665
Different Point Of View - DB Boulevard	111662
True Love Never Dies - Flip And Fill	111655
Addicted To Bass - Puretone	111636
Always on Time - Ja Rule	111644
What About Us? - Brandy	111656
Ever So Lonely - Jakatta	111657

RINGTONES

To Get Down - Timo Maas	111658
Moi, Lolita - Alizee	111660
A Mind Of Its Own - Victoria Beckham	111663
Crazy Rap - Afroman	111631
Blow Your Whistle - DJ Alligator	111567
Country Road - Hermes House Band	111571
Can't Get You Out Of My Head - Kylie	111388
More Than A Woman - Aaliyah	111626
Hero - Enrique Iglesias	111642

2001 - 2002 Hits

At The Movies - Alien Ant Farm	111646
Lovely - Bubba Sparxxx	111647
Points Of Authority - Linkin Park	111621
Smooth Criminal - Alien Ant Farm	111377
Rapture - iio	111491
Teenage Dirtbag - Wheatus	111186
Heaven Is A Halfpipe - OPM	111269
In The End - Linkin Park	111485
In Too Deep - Sum 41	111559

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Axel F Beverley Hills Cop	111601
Match of the Day	111126
Indiana Jones	111466
The A Team	111115
James Bond	111119
Spiderman	111645
The Good, The Bad & The Ugly	111181
Rocky	111141
Scooby Doo	111142
Blackadder	111609
Formula One	111610
Red Dwarf	111611
Ghostbusters	111455
Captain Scarlett	111605
Monty Python	111496
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Star Wars - Cantina Theme	111124
Star Wars - Main Theme	111125
The Flintstones	111465

Dance

Shooting Star - Bang	111588
Resurrection - PPK	111550
La Passion - Gigi D'agostino	111693
Castles In Sky - Ian Van Dahl	111270
Time To Burn - Storm	111835
Sandstorm - Darude	111290
Brainbug - Nightmare	111510
Heart of Gold - Bang	111753
Fire Wire - Cosmic Gate	111284
Airwave - Rank	111592
Set You Free - N Trance	111445
Touch Me - Rui Da silva	111839
Universal Nation - Push	111841
The Prophet - CJ Bolland	111831
Starlight - Supermen Lovers	111387
Café Del Mar - Energy 52	111386
Hide U - Kosheen	111379
Out Of Control - Darude	111391
The Launch - DJ Jean	111365
On The Move - Barthezz	111447
This Is Russian Trance - PPK	111834
You Are Alive - Fragma	111844
Belissima - DJ Quicksilver	111712
Camels - Santos	111721
Pulsar - Mauro Piccotto	111695
9PM til I come - ATB	111158
Club Bizarre - Brooklyn Bounce	111725
Equador - Sash	111739
Zombie Nation - KernKraft 4000	111252
Insomnia - Faithless	111763
Judgement Day - Dirt Devils	111765
Lap 4 more - Barthezz	111772
Melt Into The Ocean - Cosmic Gate	111782
Mysterious Times - Sash	111787
Power Brena - Barthezz	111803
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Luigi's Mansion	09063 608065	Championship Manager	09063 615538	Pokemon Snap	09063 646587
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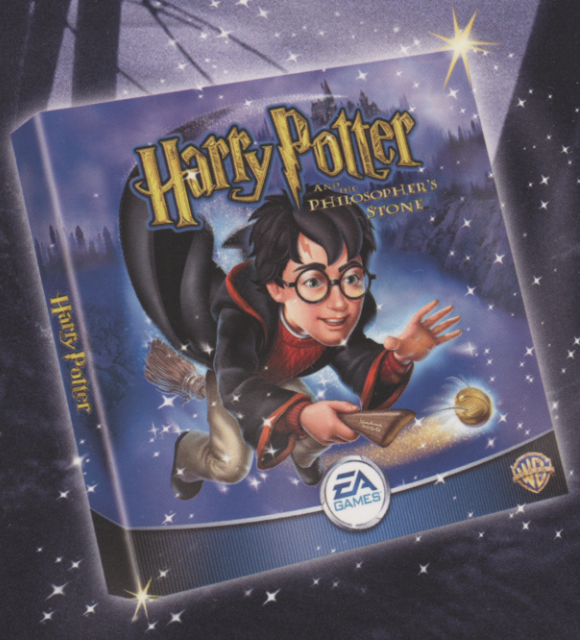
It's not just a hat that's waiting to sort you out at Hogwarts.



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